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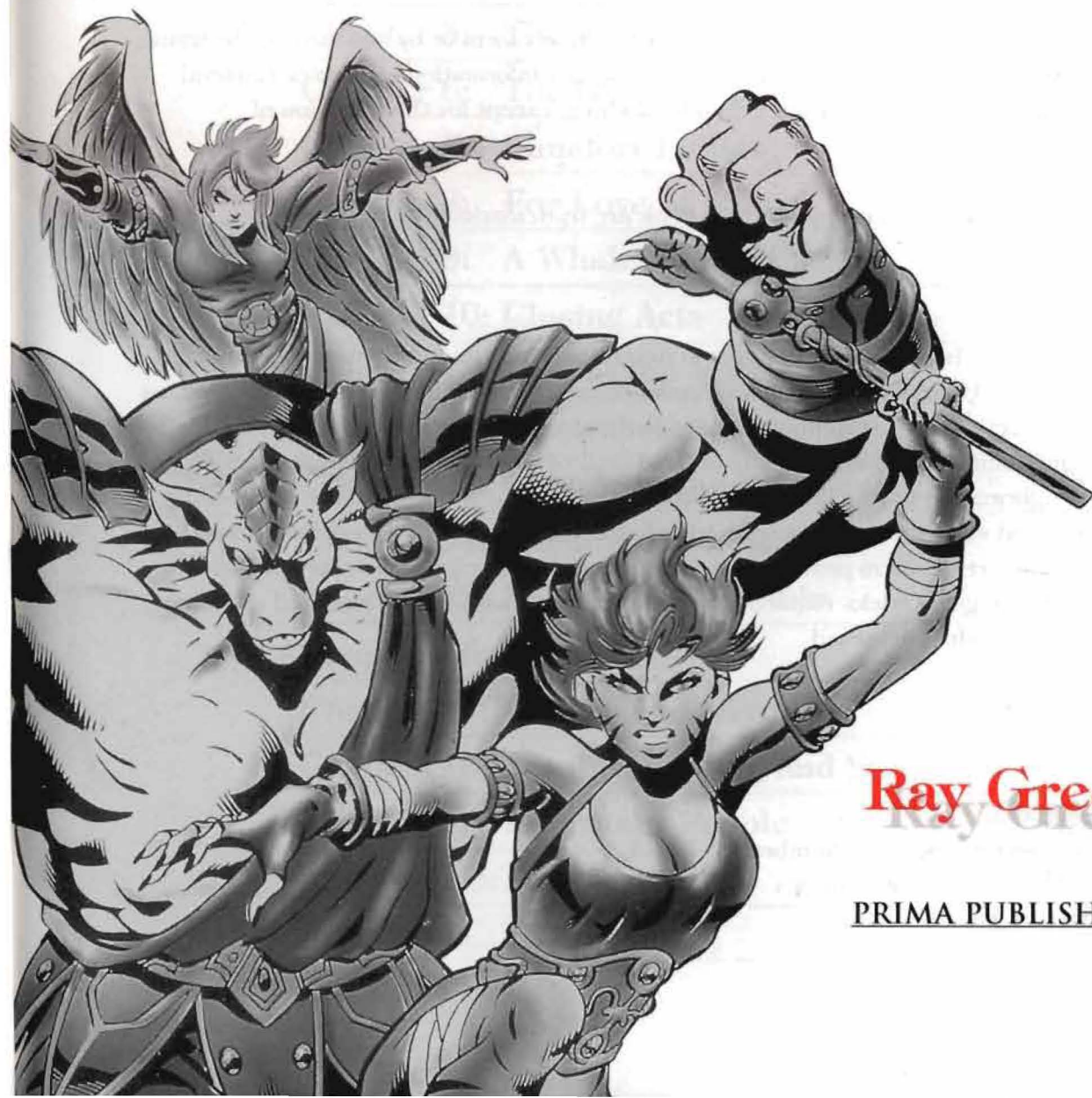
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BREATH OF FIRE II

AUTHORIZED GAME SECRETS



Ray Greer

PRIMA PUBLISHING

To Margret Greer, who taught me to play games.



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ISBN: 0-7615-0396-X

Library of Congress Catalog Card Number: 95-72244

Printed in the United States of America

96 97 98 99 DD 10 9 8 7 6 5 4 3 2 1

Contents

Foreword	vi
Acknowledgments	viii
Chapter 1: Overview and Strategy	1
Chapter 2: The Joys of Youth	11
Chapter 3: Rude Awakenings	23
Chapter 4: Nina Is Missing!	31
Chapter 5: The Witching Hour	43
Chapter 6: The Great Circle Route	53
Chapter 7: Simafort Follies	61
Chapter 8: For Love of Money	67
Chapter 9: A Whale of a Tail	73
Chapter 10: Closing Acts	77
Chapter 11: Talk to the Vegetables	85
Chapter 12: Musical Aptitude	91
Chapter 13: Change in the Weather	99
Chapter 14: Homing Pigeons	107
Chapter 15: Looking for Trouble	117
Chapter 16: The War	125
Chapter 17: Infinity and Beyond	141
Chapter 18: Troubleshooting and Spoilers	155
Appendix A: Important People	163
Appendix B: The Characters	169
Appendix C: Tables	177



Breath of Fire IITM

Welcome to the world of *Breath of Fire II*! This is the sequel to the hit game *Breath of Fire*, which was created by Capcom in Japan about four years ago. The game was a tremendous success and was subsequently released in the United States by Squaresoft under license from Capcom. Of course, the saga of *Breath of Fire* was far from over at that point. Capcom created a sequel to *Breath of Fire*, aptly titled *Breath of Fire II*, and released it to the Japanese market with enormous success. This time, however, Capcom Entertainment has released the game in English for the US market.

Breath of Fire II is much larger than the original game. The combat animations are larger and more detailed, there are more spells, monsters, and magic items, and there are far more variations you can encounter. Some of the spells vary in their effects depending on where you cast them—try a Typhoon spell in the desert and see what happens! You can now create your own town and populate it with a wide variety of goods and services, many of which are extremely useful in the game. And after a certain point in the game, you can begin “uniting” your characters with the

various Shamans that you’ll find in hidden places. This uniting process grants your characters special abilities. There are 189 possible combinations (though not all will work out), and some special ones create entirely new characters with new animations, incredible characteristics, and new special abilities. There are even three separate possible endings to *Breath of Fire II*, depending on certain choices you make during the game.

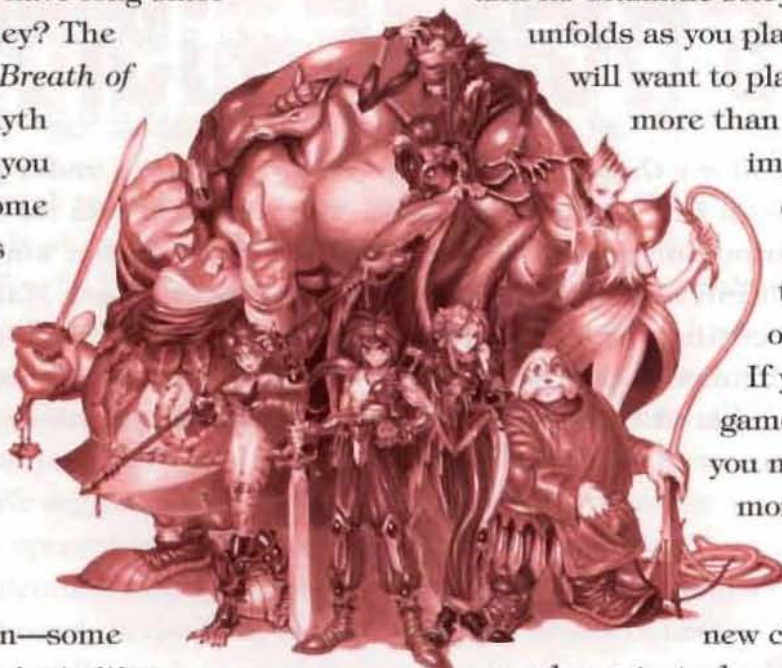
In translating *Breath of Fire II* into English, we tried to retain the essential flavor of the Japanese version while making some of the cultural references more relevant to Americans. (Fantasy role-playing fans may notice several subtle inside jokes.) We’re pleased with the final result, and we think you will be too. The story is a true epic that unfolds over 50 hours of game play. The main story line follows the hero’s battle against the growing evil that is threatening the world. More than that, though, each character has his or her own unique story that develops in the course of this adventure. There’s a lot of story in this game; the script was over 700 pages long.

Breath of Fire II follows the story line



established in *Breath of Fire*, but the time is centuries in the future. The original characters of *Breath of Fire*, Ryu the Hero, Bo, Karn, Nina, Gobi, Ox, Bleu, and Mogu, have long since died...or have they? The characters from *Breath of Fire* survive in myth and legend, and you will encounter some of their legacy as you venture into this new world of the future. The map of the world has changed greatly in thousands of years, and new towns have arisen—some similar to the ancient cities they were built upon, others entirely new.

Once again, your hero is a member of the Dragon Clan, only this time the threat to the world is far more subtle than before. Demons roam the wilderness, confronting travelers and confounding trade. Just when you thought evil was banished from the world at the end of *Breath of Fire*, it has returned. And only your hero can stop it! Along the way you'll meet companions from every clan, and you'll gain their help in combating the evil that menaces the world. *Breath of Fire II* is filled with mystery and magic, humor and horror, excitement and adventure. It's truly an epic game.



We hope you'll enjoy the game and strategy guide. The strategy guide reveals all of the hidden secrets of the immense and complex world of *Breath of Fire II*, and its dramatic story line which unfolds as you play the game. You will want to play this game more than once, for it's impossible to experience all of the variety of the game in just one run-through. If you play the game several times, you may meet new monsters, discover new magic items, or see new characters...if you know just where to look. And that, of course, is where this strategy guide comes in handy. This strategy guide gives you an in-depth look at the complex world of *Breath of Fire II*, which will enhance your enjoyment of the game. That's exactly what we want, because making games as fun as possible is, after all, our business. Good luck on your quest! You're going to need it...

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Acknowledgments

I'd like to extend my thanks to Jennifer Fox for her grace under pressure; Isao Kanamori, Justin Berenbaum, and Chris Kramer at Capcom for the wealth and volume of information provided; Masa Sekiya for translation work; Tokumashoten Intermedia for the great looking art; Barbara Marquand for her thoughtful copy editing; Prima Creative Services for the beautiful design; and the mad dogs Alex Peterson and Robert Miles who played the game for hours beyond reason and then shared their secrets with me. And Nicky Robinson for helping me follow my dreams.

Chapter I

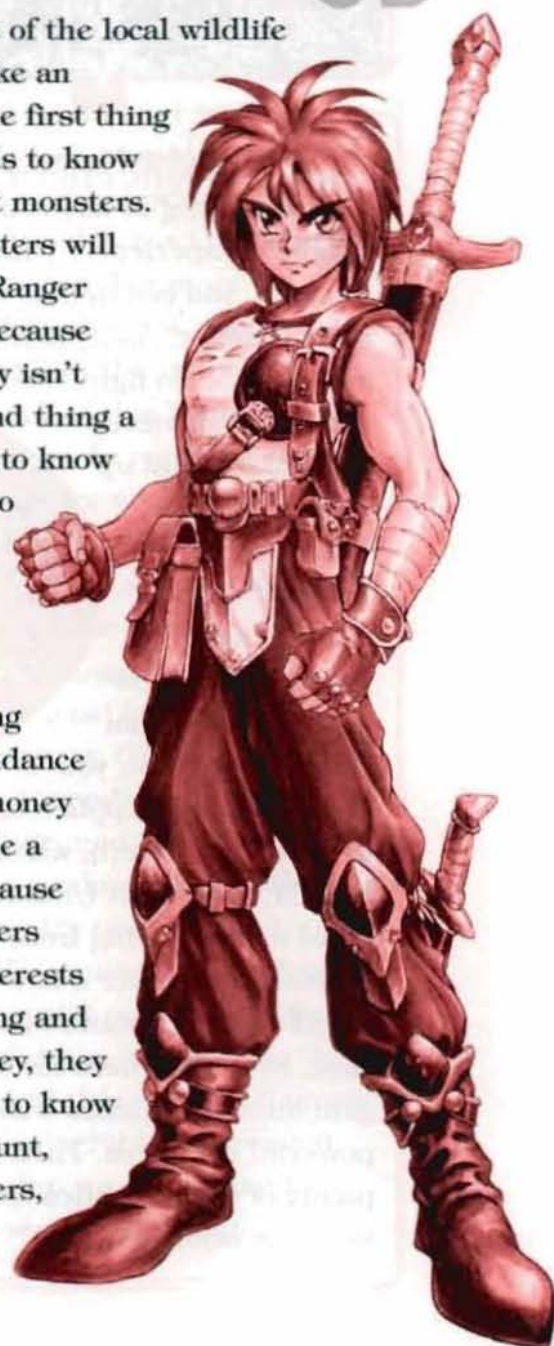
Overview and Strategy

We assume you have read the instruction book included with *Breath of Fire II*. This book is devoted to what the instruction book doesn't cover. Hours of playing allowed us to compile many valuable tips and charts of what you can find, see, and do in the game. We suggest you always read through the opening paragraphs of any chapter. For detailed help, you can follow the walk-through in the body of the chapter. If you are really stuck or want to replay the game, go to the chapter called "Troubleshooting and Spoilers." Use this chapter sparingly because it contains many tricks that might decrease your overall enjoyment. The designers did a nice job of balancing the challenges, and we'd like to discourage you from upsetting that balance too much. In this book, we try to give solutions to the hard problems without removing all the mystery and challenge. We hope you didn't expect *all* of the answers.

Exploring the World on Five Coins a Day

A good Ranger can do only so much in a town. Eventually, his duties require him to set foot in the countryside. And when

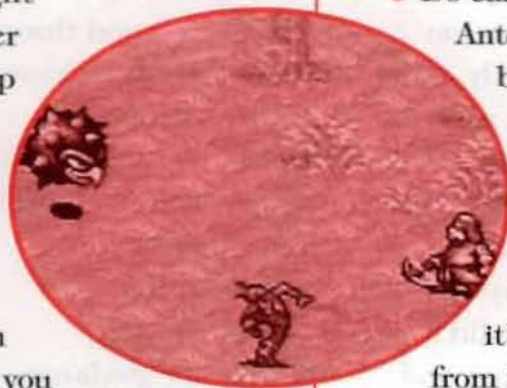
he does, some of the local wildlife is bound to take an interest. So the first thing a Ranger needs to know is how to fight monsters. Fighting monsters will often leave a Ranger injured, and because healing usually isn't free, the second thing a Ranger needs to know about is how to make money. The savvy Ranger will study the "Ranger Buying Guide" for guidance on spending money once he's made a little. And because the best Rangers have other interests besides fighting and spending money, they also will need to know how to fish, hunt, equip characters, and use the bank.





How to Fight Monsters

The best thing to have on your side in a fight is experience. With every level you gain, you can deliver and sustain more damage. And you'll be faster and luckier. So fight monsters whenever you can to build up your experience. The next best things to have are the most powerful weapons and armor you can afford. After that, you should rely on supplies of useful items such as Herb, which restores lost HP, and Antdt (Antidote), which cures any poisoning from venomous fiends. If you enter a new part of the world and the creatures kill you with ease, look elsewhere for adventure, or gain more experience with less powerful creatures. Then return with plenty of item supplies and the latest weapons available.



- Do put your best armored fighter(s) in the lead before combat starts because monsters will normally attack the lead character(s). (The Swch/Order/Auto Command will do this automatically.)
- Do double-team the most powerful monster of a group, who is sometimes in back.
- Do run away from monsters that will overwhelm you. But be careful. Unless you have a Lead-Off Attack, or normally act before the monsters, you might not be able to run, which will give the creatures a free shot at you.
- Do carry some Herb or Unagi and Antdt, and use them during combat because you cannot heal back from zero HP in combat with any basic cure magic. Only the expensive LifePL and some spells will resurrect a collapsed character. Remember, it's easier to heal than come back from the dead in combat.
- Do use the Defense option (right button) for the front line when you think the monster is faster than you are. You can prevent needless damage with a little caution and hold the line much longer while the second rank does the real fighting.
- Don't feel bashful about targeting the same monster. If your target dies, you automatically target a new one.



The basic combat Attack pits your Offense against the monster's Defense. But many monsters are resistant to certain kinds of attacks and susceptible to others, so the results can be surprising. The target's Condition, rather than its Defense determine the success of spells. You can use many items as spells later in the game, so look over the spell list

to understand some of the descriptions in the item list. Monsters also react differently to spells and magic items. For more information on all the monsters, spells, and weapons in the game, see the various appendices at the back of this book.

Many of the monsters do not fall into broad categories, but here are a few tips to help a beginning Ranger live to see his next assignment. Undead things are all tough against black magic (drains, death, zombie), but many take extra damage from fire.

This holds true for most blue monsters and fish-shaped monsters. Green creatures or those with wings generally take extra damage from air magic, and animated statues often show a weakness for earth magic. And of course, try putting the fire out of red creatures with ice magic. In addition, most monsters that resist personal spells of all kinds still take damage from items. On rare occasions, magical things resist damage from items, but are vulnerable to personal spells. Very few creatures are immune to good old-fashioned weapon bashing.

- Don't accidentally shoot yourself in the foot by targeting a party member with the Up and Down buttons on the control pad.
- Don't use the Auto command unless the fight is really a piece of cake. To stop Auto, press the B button and the Auto attack will stop at the end of the round.
- Don't go into combat injured, if at all possible. Otherwise, you have to waste valuable time healing wounds while the monsters rip even bigger holes in you.
- Don't pick fights too far from civilization. If even one member of your party survives an encounter, you can carry your fallen comrades back to an Inn in any town. For the price of a night's stay, you can cure wounds, curses, poisonings, and even apparent death.



Don't use a bomb when a dagger will do! When you have a monster almost beaten, don't waste APs (ability points) on a big flashy spell. Instead use an attack that will do the job with a minimum of waste and maximum effective damage. You will certainly have moments of blind panic where you will want to pull out all your big effects. Don't squander them on undeserving lesser creatures. The first time you encounter a monster you will not know how much damage it will take to kill, but you can check the monster lists later in this book for guidance.

The Fighting Arts

Lead-off Attack gives you the drop on your opponents, so you can engage in a round of combat or run away before the monsters can do anything. Bow and Katt are your most experienced hunters, and they increase your chance of a Lead-Off Attack if they are at the head of the party.

Lead-off attack



	HP	AP		
Bow	19	12		Lv 3
IAN	0	8		Lv 3



Learn the order in which your team acts. Look at the Vigor of each member of your team. The character with the highest Vigor acts first. Sometimes heavy armor may reduce the Vigor of a character, so be prepared to make some tough choices. You'll gain tactical advantage in moving before a monster, but sometimes the extra defense is worth the drop in Vigor.

You can heal in two ways. One is to have the fastest person in the party heal the most vulnerable Ranger. This tends to keep your party on the most even keel. However, if the monster is even faster, this may not help. Alternatively, have the last person in the roster heal one of the line fighters before the damage has been done. In this case, if you guessed incorrectly about who would take the damage, you may have wasted some healing power, but if you do guess correctly, you will maintain a very solid fighting force.

When a Ranger drops to his knees or sits down, he's not tired; he's injured. The character has 25% or less of his HP left. Heal him, rearrange your battle order to get him off the front line, or toast your enemy immediately. Otherwise, you will probably finish that battle one Ranger short.



Battle Formations

The Ranger's position on the screen modifies his Offense and Defense. It is more difficult to use short weapons if you are attacking from the second rank of your own group or if you are attacking creatures in their second rank. Press L in combat to change your overall battle Formation. You can change your overall order only when you are not in combat.

Parallel Formation: You can't modify a Ranger's chances to hit or be hit. Luck and agility come more into play in this formation than others because all the characters fight in a line.





Scramble Formation:

This puts three characters on the front line and the fourth one in the second rank. The rear is an ideal place for the spell caster or a weaker character with ranged weapons.

Defense Formation: This is a wedge formation. The first character in front will be hit most often and has no negative modifiers on his chance to hit or be hit. The characters in the rear are less likely to be hit but require weapons with reach (a whip, staff, or bow, for example) to have an equal chance to hit the enemy. Magic works fine from the second rank.



Hero	HP	Swch	Normal	
Katt	29	7	u	9
Nina	48	50	t	8
Sten	57	16	o	8

Normal

Formation: This is the two-and-two split formation that the game defaults to and the formation that most monsters use. You will probably spend most of the game in this position with few ill effects. (No I won't tell you what they are here—play the game a little.)



How to Make Money

Every time you defeat a monster in combat, it will leave behind some coins—sometimes a substantial number. But fishing is the most reliable way to make reasonable sums, particularly early in the game. Hunting is a better source of healing items than cash, but you can sell the spoils of your hunt to make money.

Ranger Buying Guide

Learn the city services every place you go. You can normally find an Item Shop, an Armory, a Bank, and an Inn in each town you visit. A list of wares available will appear in the chapter in which you

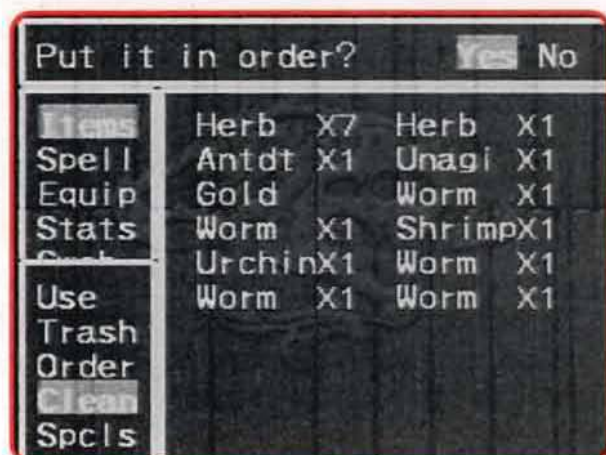
are first likely to visit a city. Cities tend to sell items you will need to help combat the local monsters. Occasionally you can find Armories and Item Shops in out-of-the-way places and even in dungeons where the selection of goods can be highly unusual.

All merchants will purchase armor, weapons, or items you have acquired in your adventures. But due to union rules they will buy these goods for half the amount they would sell them for. Unfortunately, if it's not an item they regularly stock, it is socked away and unavailable at any price. So think carefully before you sell!

A full set of weapons and armor charts

are labeled by character, so you can quickly find out who can use what. You can see which Rangers in your party can use a weapon or piece of armor as you select it because a picture of each character who can use the equipment lights up.





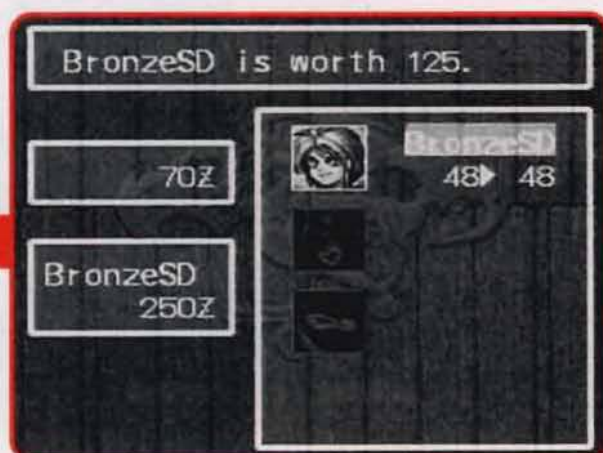
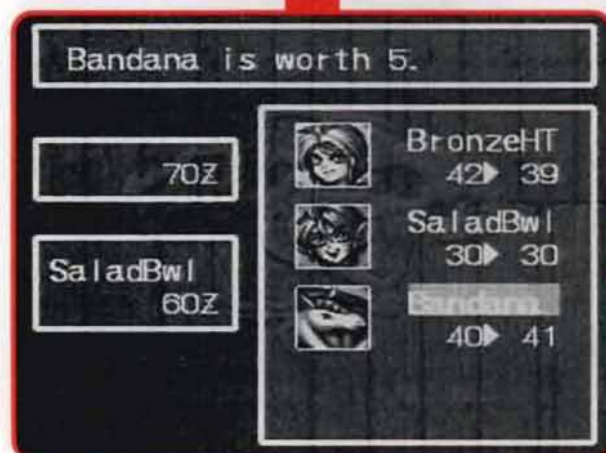
To avoid clutter, use the Clean command in the Item menu. This will group small items in units of up to nine to take up less space in your inventory, and it will arrange items in a standard order so you can find them easily.

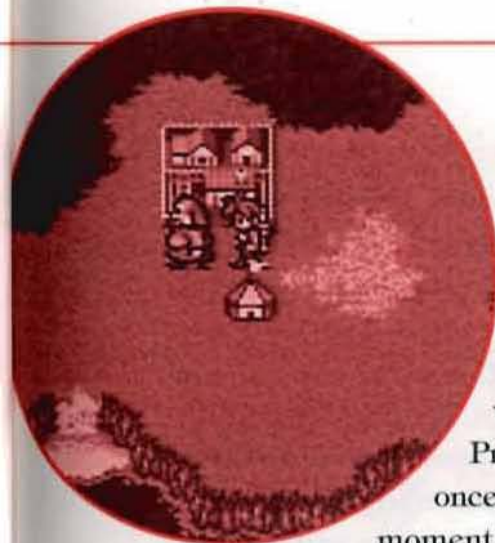
In general, Weapons increase a Ranger's Offense, Armor increases Defense and decreases Vigor, and various special items can increase and decrease various statistics. You can use a few items to cast spells. You use most other items as consumables for healing, fishing, or as a substitute for spells. See the appendices for details.

Fishing School

Fishing holes may appear after a monster encounter and are identifiable by the jumping fish. The first fishing hole appears west of HomeTown. The hero must be in the lead because only he can fish. Bring plenty of Worms and practice. The HomeTown hole has 8 Srdns (sardines) and 5 Unagi. Both are healing agents, but you should sell Srdns in HomeTown for 30 coins each and buy Herb instead. Other types of fish you will find later are far more valuable and will sell for up to 1500c. You can even fish for the occasional Treasure Chest when you are strong enough or fish for a Merman with the right bait.

Buy several Worms for bait, and group them with the Clean command. Use one of these grouped items when you equip your bait. You can then cast multiple times before having to reequip. Using the right bait is important: Worms for small fish, Urchin for medium fish, Shrimp for big fish. Also, equip the best fishing Rod you own. You'll have a much greater chance of nabbing a larger fish with a better Rod.





Make as short a cast as you can.

There are two techniques: (1)

Press the A button twice very fast; or (2)

Press the A button once, wait for a moment for the power bar

to reach the top end of the range, and press it again. If you blow your cast, immediately press the B button to reel back in. After you have cast, press the A button again several times to bring the bait closer to you. Fish will follow the bait in, making them easier to land. Individual fish tire of the struggle and become easier to catch. Aim for the one

that got away because he will be easier to catch the next time. When fish break the water they tire quickly, but they can also snap your line. Try to catch fish in deeper water close in, or keep them following the moving bait for a while for best success. And practice, practice, practice.

Hunting for Fun and Profit

Hunting grounds may appear after a monster encounter, identified on the map as waving grass. Early on, only Bow can hunt, so he must be in the lead to go hunting. It takes some practice to position yourself so you will be where the animal is when it breaks the grass. Do not stand too far away, because Bow doesn't have a long range or a fast rate of fire. And stop moving before trying to

fire. Eventually you will pick up Katt who can also hunt. She uses her combat staff and must get close to her prey. Remember that you must shoot or strike an animal twice before it disappears, leaving a prize. You must pick up the prize before you can hunt another animal. If you refuse to pick up the prize right away, it begins to flash and you may get something unusual. Different prizes have different game effects (see item list on pg. 184).





Hunting provides one of the most valuable prizes for your adventures late in the game, Roasts. Stockpile them in the bank because when eaten they return all your lost HP. Early in the game this is not too impressive. Late in the game, when you are battling a major demon who takes 150 HP an attack, you will be glad you did a little hunting early on because most healing magic cannot match the curative powers of the simple Roast.

Banking 101

Use the bank to store extra gear when you don't need it, so you can save space for things you find and stock up on items like HelpBL's and ShaveIce. For instance, when you know you're not going to fish, stow your Rod and your bait in the bank. Store your extra money in the bank, too, especially if you think you might lose the team in a dangerous spot (dying means you lose half your money on hand). Always keep 100c in the bank to pay for a stay at an Inn.

Basic Character Strategy

A good mix of fighters, healers, and wizards is generally useful. Try to keep all members of the party well equipped with armor and weapons. When you go weapons shopping, use Swch only to look at new items. Then, use Buy to acquire the new item and pass along old gear to other party members who can use the upgrade. Sell only weapons and armor that are weaker than what anyone in the party owns. Even then, you might want to save some old gear if it has magical powers (see weapons and armor listings) or to give to a brand new party member who joins the group later. And as soon as you have Shaman, start using them to try combinations with different characters. Ultimately, the Shaman will make a huge difference to your abilities.

Basic Housekeeping

- Save early and often.
- Copy a saved game occasionally as a backup position or when a major decision is looming.
- Remember, all characters have a role to play at some point in the game.
- Talk to everyone in sight. You never know who will have a key piece of information for you.
- When in doubt, visit Township and talk to everyone on the team.
- Keep everyone on the team moving up in levels; don't ignore anybody for too long.

Chapter 2

The Joys of Youth

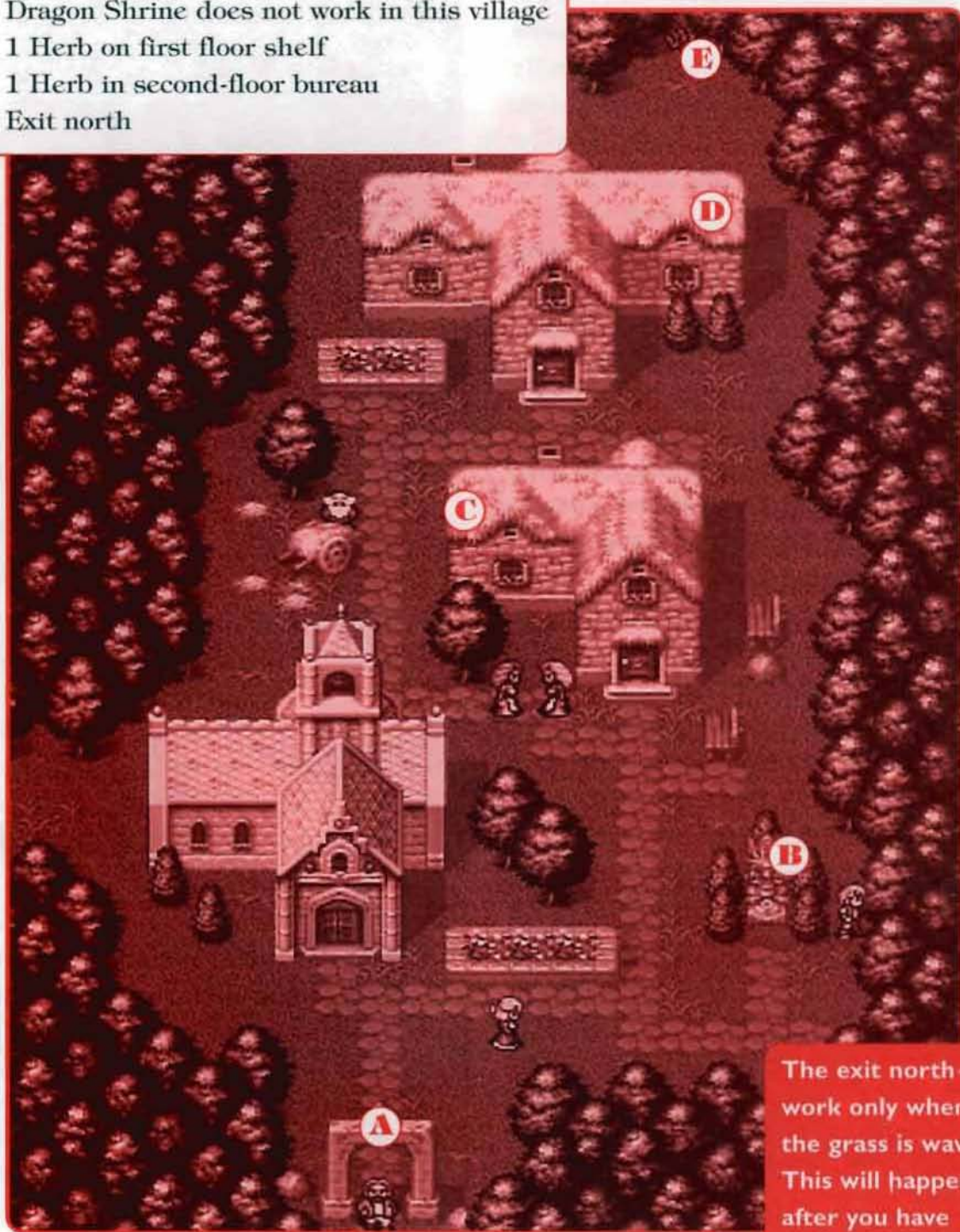
After the mysterious eye opens and gives you its cryptic message, your story begins in the village of Gate. Your sister Yua has run off, and you must find her. When your father calls, the camera will pan up to find you standing in your bedroom. Before you head downstairs, walk over to the cabinet to your right and face it. Press the A button to search the cabinet. You'll find a TreePole, which is very useful later on; you'll need it to catch fish.



Then head downstairs to talk with your father Ganer, who is also the local priest. Once you've talked with your father, head outside the church. There's no rush, so take your time. Talk to everyone in the town to learn more about your story. Look through all the buildings and take all the things that you find. The best places to search are bureaus and shelves.

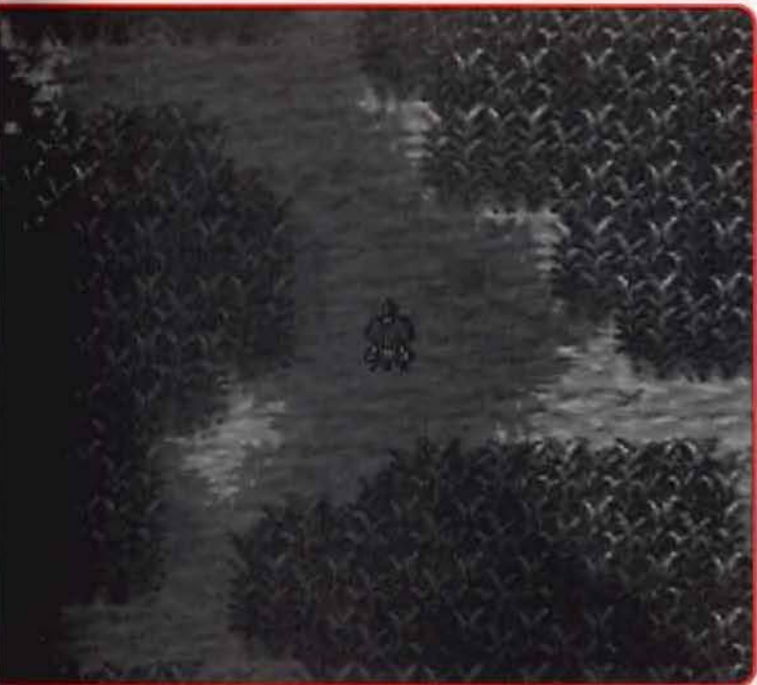


- A** Adult blocks exit from village
- B** Dragon Shrine does not work in this village
- C** 1 Herb on first floor shelf
- D** 1 Herb in second-floor bureau
- E** Exit north



Once you've been through the village, head north to the grass; press the A button and walk forward to exit.

The exit north will work only when the grass is waving. This will happen after you have talked to one of the women in front of the house.



Stay to the middle path to find Yua. The others lead to the dragon's feet.



Do not use your Herb to fight Beak, or you'll waste it.

Learn more about your story, and take the chance to Dream.

Upon returning to Gate no one knows you. If you have fully explored the town before finding Yua, go directly to the church and speak with Fr. Hulk. You will then meet Bow, who will join your group. When Bow wants to head out of town for adventure, go with him! Head for the cave west of Gate when it starts raining. Follow the monster's tail. He will fight and defeat you with ease, but there's nothing you can do about it. Pay close attention to the message he gives you, and remember it for the future.



If I take a nap here, Mom comes into my dreams!!



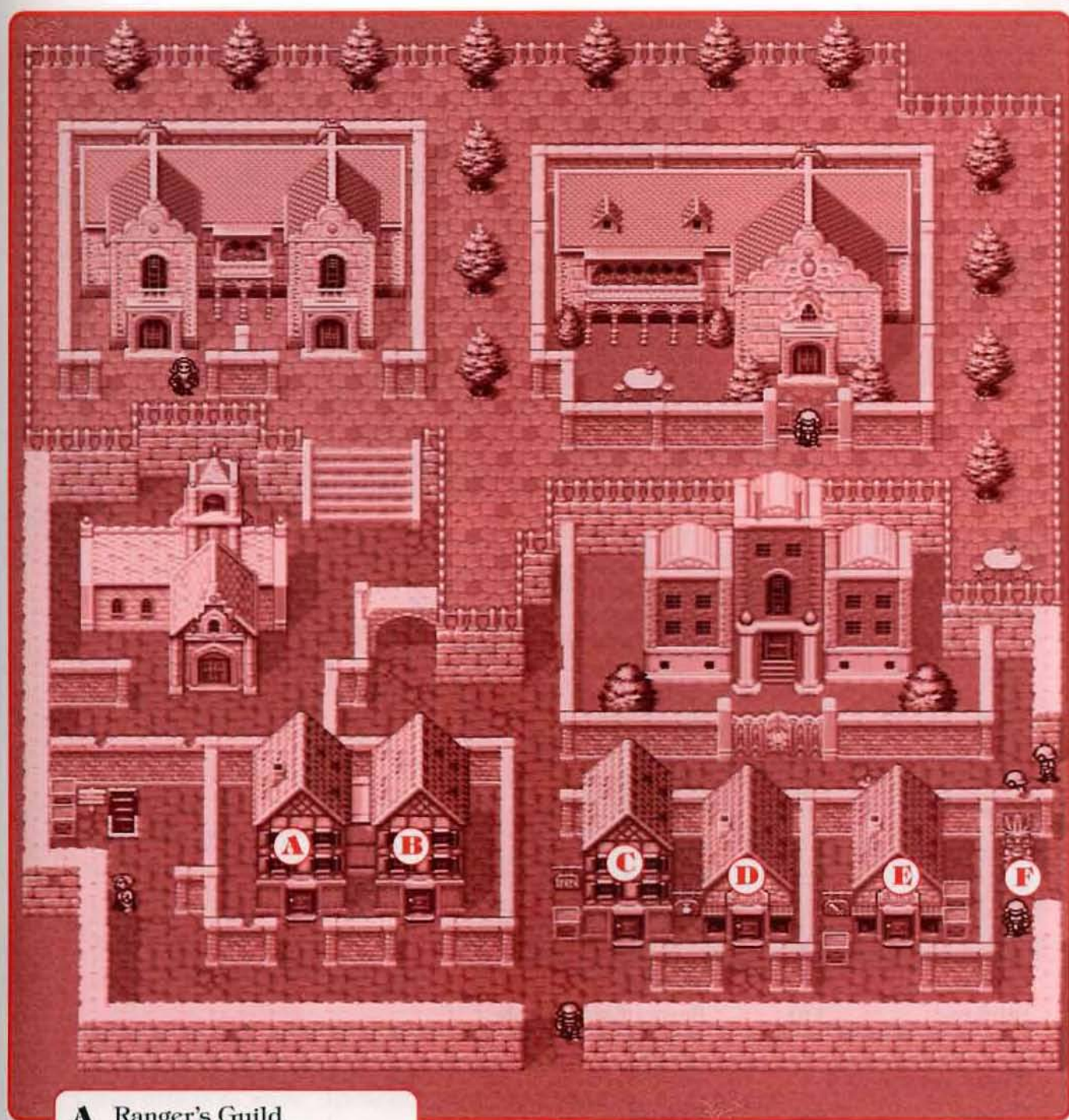
You say that you are the child for the mission!?



HomeTown Boys

Ten years after the opening sequence, you and Bow have grown up and are novice rangers waiting for your first assignment in the city of HomeTown. Your first mission sounds simple enough, but finding Mina's lost pet, Suzy, involves more than you might think. This is the time to explore the city and get information. Before leaving the Elder's office, take the LifePL in the east shelves. This will bring a fallen party member back to full health! Get Antdt from the bureau on the second floor of the Inn. Ask the girls about Suzy.



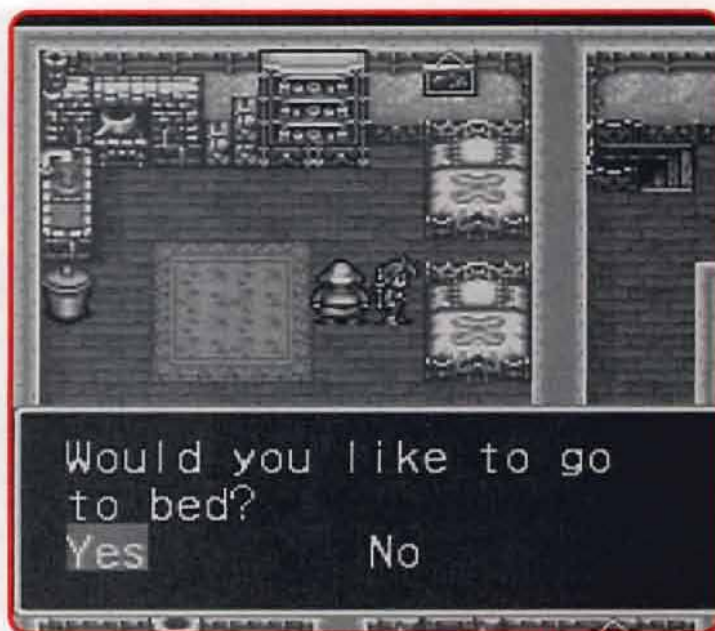


- A** Ranger's Guild
- B** Your room, second floor
- C** Inn
- D** Item Shop / Bank
- E** Armory
- F** Dragon Shrine



Power Shopping

When shopping, use the Swch instead of the Buy command if you want to compare equipment or trade in old equipment to reduce the price. This command shows how your stats will improve for all the characters who can use the item. However, Swch automatically sells the old one and equips the new one. Don't use this strategy, though, if you think you might want to give an old weapon or shield to another member of your party.



What Your Money Buys You in HomeTown

The Item Shop

Name	Cost	Effect
Herb	8	Heals 40 HP
Antdt	12	Un-poison
LifePL	500	Heals all HP and resurrects
Smoke	100	Decreases monster encounters
Worm	4	Bait for small fish
Shrimp	20	Bait for medium fish
Urchin	10	Bait for large fish
Stickrod	300	Better fishing pole

The Armory

Name	Cost	Effect
BronzeSW	250	+4 Offense
FalseBW	300	+3 Offense
SuedeAR	300	+4 Defense
SaladBwl	60	+1 Defense
SteelAR	120	+2 Defense

To restore hit points, cure poisonings, or remove a curse, sleep in your room. It's cheaper than the Inn and just as good. Face your pillow on the southern bed, and hit the A button. To heal outside of HomeTown, you'll have to pay to stay at the Inn.



The circus is in town—a silly and mostly dull way to spend 30 coins. Maybe in the future they will improve the act.



Be Prepared

Before you head out to find Mina's lost pet, check out the basic strategy in the first chapter. Be sure to save your game often. You'll do much better if you toughen up a bit before you cross the wilderness. Go hunting and fishing right near HomeTown to build up your skill and earn money to buy the best equipment.

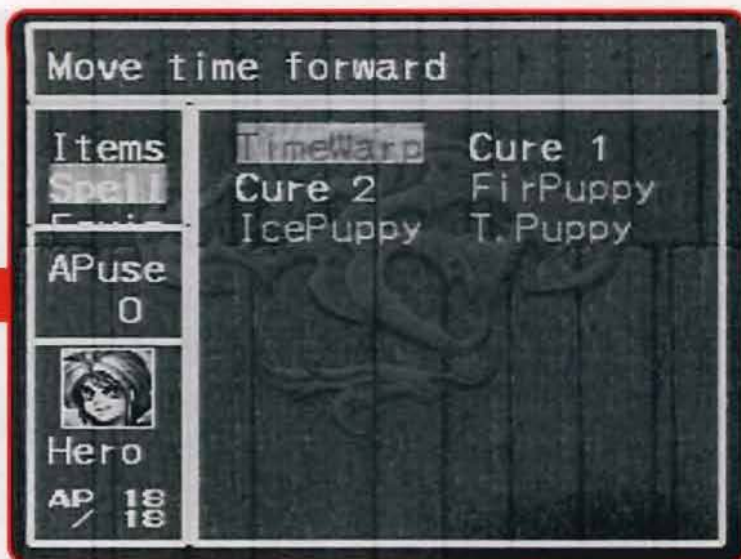


You will want to equip your team with the best items, armor, and weapons your coins can buy. But as new rangers, you are almost broke. You can easily get money three different ways: defeating monsters, hunting, or fishing.



Monsters and Where to Find Them

You will run into monsters just by moving around on the field map outside of town. The further east or south you go, the tougher the monsters become. Smoke will decrease the number of monster encounters, but you'll want to use it sparingly because it's expensive early in the game.



Experience Is What You Get

Not only do your stats and offense improve as you gain new levels, but new special abilities appear. These are a few you are likely to see on this mission:

- Hero gains Timewarp spell at level 2 and Cure1 spell at level 6.
- Bow gets Cure1 spell at level 2, Curepsn spell at level 3, and Def-up spell at level 5.
- Bow gets better at hunting at level 3.

You will likely use the Cure1 (works like Herb), Curepsn (works like Antdt), and Def-Up (discount armor, cheap and temporary) on this mission.



The TreePole is a poor piece of fishing gear. To afford the Stickrod early on, sell the LifePL that you got from the Elder's shelf and the TreePole. Reequip with the Stickrod and as many worms as you can afford. Leave the town and wander around west of HomeTown until you have encountered a monster. Begin looking for the jumping fish, and then go fishing! The Stickrod makes fishing much easier, so you will have plenty of fish to sell. Return to the fishing hole four or five times, and buy the best equipment in town, then go monster hunting. It's safer picking fights this way than the way you are equipped at the beginning of the game. Bring a load of the good bait with you to Mt. Fubi, because there's another fishing hole after you cross the mountains.



Mt. Fubi Awaits

Ignore the path farther east for now (it's really tough over there) and head south to the mountain range. Look for the mountain with the path. Now the fun begins.



If you get poisoned, use the Antdt or Bow's Curepsn spell. If you can't use either, keep taking Herb until you can get to a city to sleep in the Inn. Poison causes you to continue to sustain damage every step you take. Remember only one of your party needs to make it back to the Inn to sleep for the whole group to be cured.



strangely, they all regained their strength!

Upon entering the first cave, drink the water. It restores all your lost HP and cures poisoning for free. Come back after each fight while you can.





- A** SaladBwl
- B** Firerock (very powerful)
Save for later
- C** Jump down hole last



After going through the cavern and coming out on top you fight the harpies Peach, Palo, and Puti. The good news is that they will fight each other for the right to eat you. The bad news is the harpies are tough and hit hard. Cure yourselves as they fight each other. Make sure you attack only the lead harpy; that will distract her sisters, so they won't attack you!

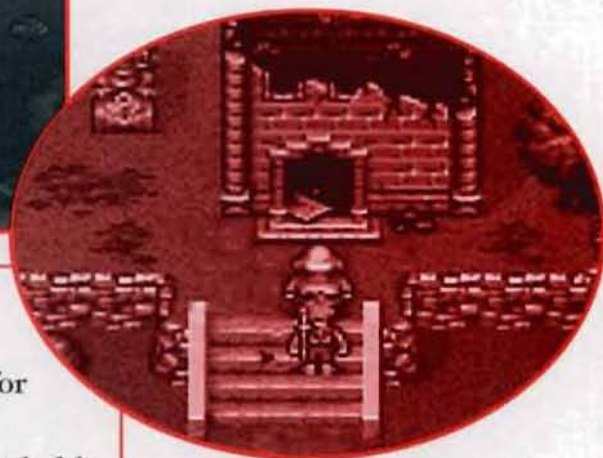


Meet the hunter, and leave the mountain.



Look for a fishing hole to the north after crossing the mountains. The fishing's great, but the Treasure chest is too heavy to lift with the Stickrod; don't bother trying to hook it.

Head west to the broken house, and rescue the hermit Niro from the roaches. Be fully healed before you answer his call for help! If you need to, go all the way back to HomeTown to get more supplies, but you probably are well-equipped if you loaded up before you left. It's a good idea to stop at the Dragon Shrine and save before you go in the house.



The boss cockroach hits hard and takes a great deal of damage. If he's too tough for you, try and rotate your team with the L and R buttons, so one character can heal while the other holds the front line. Like any giant cockroach, the boss roach has good defenses, which makes him hard to stomp. Be sure to stay healed!



The six little cockroaches are tough. Try to be healed up before you kill the last one because the action won't stop once the battle with the big cockroach starts.





Bow checks the collar
Suzy is written
on it!!

Niro will help you find Suzy. Don't be hard on him; he's been down on his luck.



Bow
Umm
Good night

Go all the way back to the Ranger Guild in HomeTown to deliver the lost pet. Bow will try to lead you back to the room to get some rest. Refuse him twice, so you can go out and spend money. But don't spend much on Bow because he'll leave soon.

The next chapter of the story begins as soon as you and Bow go to sleep in your room.

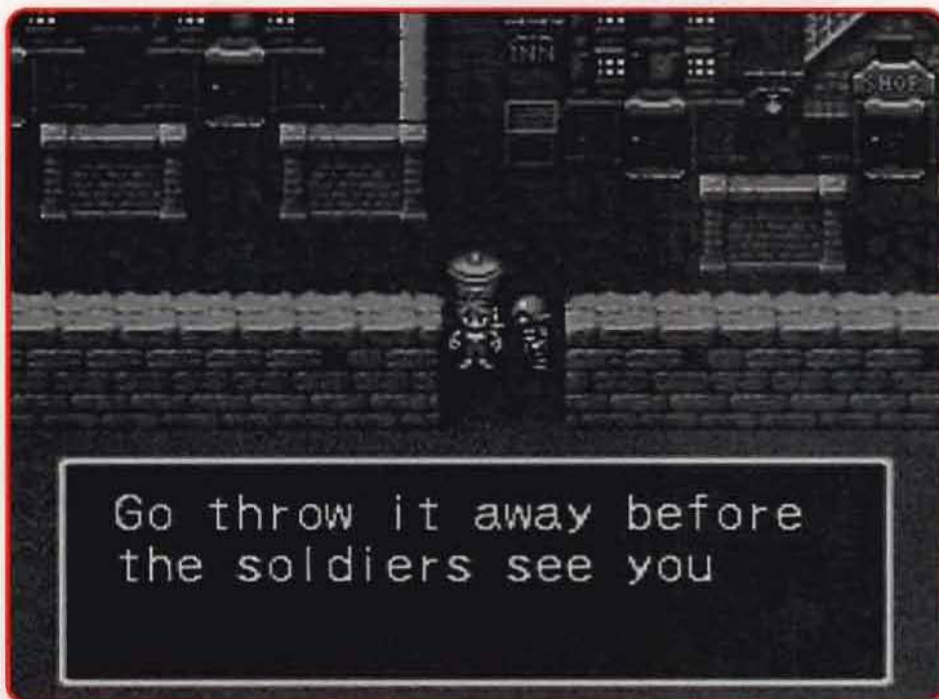
Chapter 3

Rude Awakenings

After a refreshing nap, you awake to find Bow missing and accused of a theft at the Trout house. You have to ask around town for information on how to clear Bow's name. This project turns out to be more complicated than it sounds. You'll make new allies and pick up an alias before this chapter's done.

You must talk to Kilgore before you can find Bow. Be mindful of who you run into.





After you have talked to the townspeople, return to your room and find Bow. After Bow climbs in the trash can, carry him outside the city via the south gate.

Sell all your fish until your hero has enough experience to be over 40 HP. Then start keeping Unagi, which will restore 100 HP. Avoid using Sardines to heal, and always sell all that you catch. Buy Herb instead—you get just as much healing and can pocket the difference for each Sardine you sell.

On the Run from the Law

A round of night fishing will boost your cash if you bought bait before you left with Bow. The Grassman sleeps at night so the circus is more dull than usual. You will find the circus in Windia next. Don't bother stopping on your way out of HomeTown.

That slacker, Bow, will not come out of his trash can to help you fight monsters all the way to the Ruins, so be careful building yourself up as you cross Mt.

Fubi. Once at the Ruins, you leave Bow behind with Niro, safe from the law. Now you must go out to clear your friend's name.





Going it Alone

Niro gives you a tip about where to begin your investigation: Go back home to talk to the locals. When you reach HomeTown you will be able to enter the church. Go to the second floor, grab the Herb, and meet Wooppi the psychic. Remember you can find her here. Pick up popular opinion on Trout at the guild hall and at Kilgore's house. To save time, Coursair is to the northeast. You are looking for a bat-winged girl.



Wooppi
"You... You're worried
about something."

Once you cross the bridge heading east towards Coursair, you may encounter a new creature, which will present a real challenge when you're traveling alone. The Eaterman will put you to sleep and wake you with a leafy attack. You can beat it, but bring some Herb along just to be safe. Run away if your level is low.



Coursair, the Sports Mecca

There's so much to see and do in Coursair! Look for Bum'sCL and Herb in the upstairs bureaus of the Inn. Upstairs in the church, meet Kay the doctor. You may want to find Kay later in the game. Upstairs in the pub, meet the homeless Poo, and grab Smoke from the bureau. In the bathroom you will find Macotti, who is also between homes. This town seems to have a real housing shortage!

Finish your time in the pub drinking and talking to everyone. (The pub is empty during the day, so you'll have to wait until evening.) That evening, Rand is just off the north end of the bar, so you may not see him at first.



What Your Money Buys You in Coursair

The Inn

Name	Cost	Effect
Rooms	20	Recovers all HP and AP

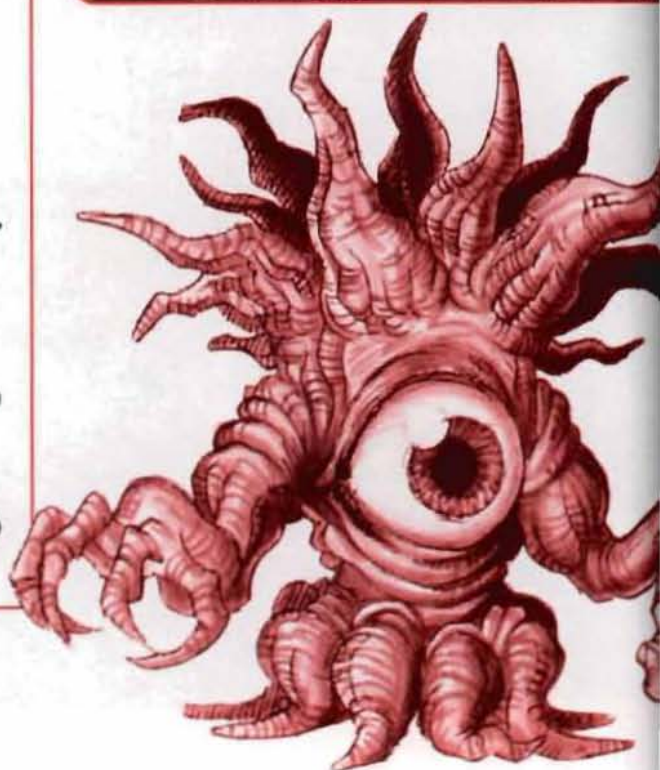
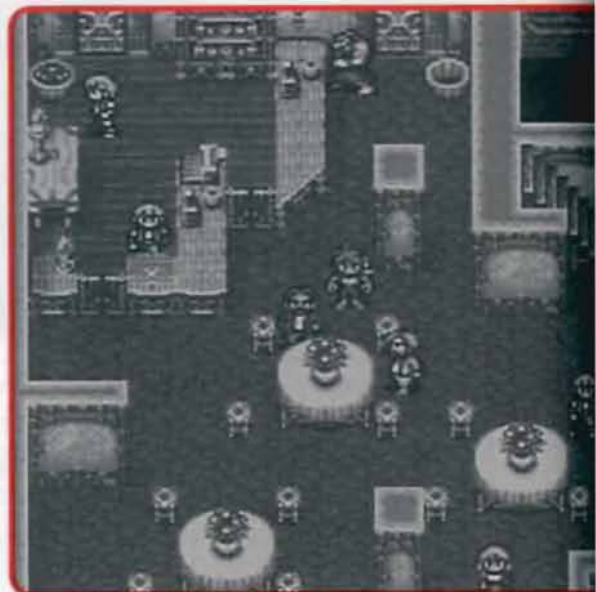
The Item Shop

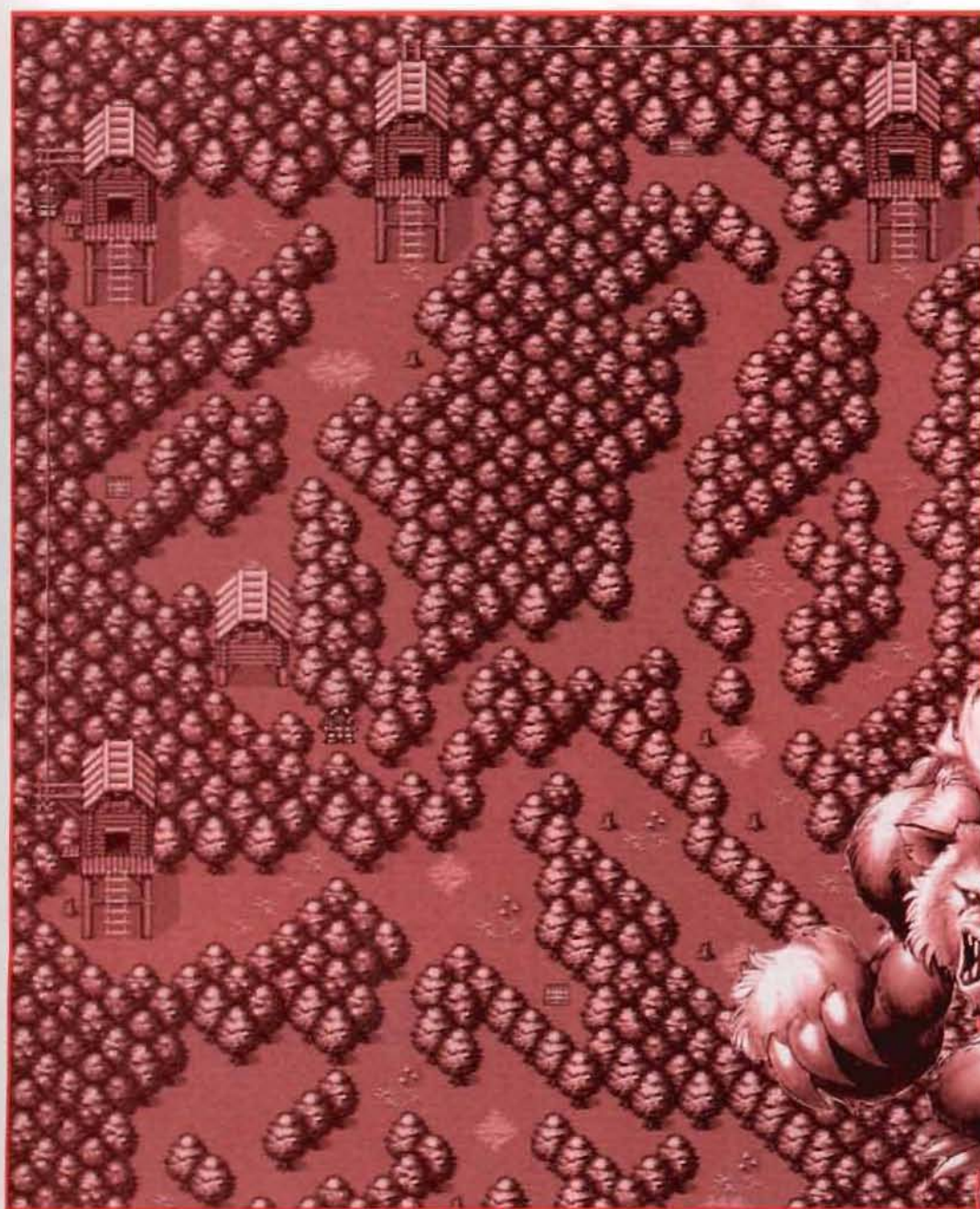
Name	Cost	Effect
Herb	8	+40 HP—use instead of Sardines
HelpBL	50	+100 HP—use Unagi instead of buying
WFruit	200	+20 AP, -20 HP
Antdt	12	Cure Poison
Vtmn	200	Cure Curse
TearDR	100	Cure Zombie
LifePL	500	+All HP and abilities resurrect
Smoke	100	Decreases number of Monster encounters

The Armory

Name	Cost	Effect with character
HexadST	250	+4 Offense (Katt)
BronzeSD	250	+4 Offense (Hero)
LeotrdCL	320	+4 Defense (Katt)
SuedeAR	300	+4 Defense (Hero, Rand)
RangerCL	510	+6 Defense (Hero)
SaladBwl	60	+1 Defense (All)
BronzeHT	390	+4 Defense (Hero, Rand)
SteelAR	120	+2 Defense (All)

After talking to Rand, you can go out of town and north to the Tagwoods to find Baba. Perhaps he will let you enter the Coliseum in his place. Now is a good time to rest up and reequip, before you take to the woods.





A Walk on the Wild Side

The wildlife of Tagwoods can be dangerous for a hero alone in the woods. Bugbears are slow but hit hard and sometimes team up with Eaterman or Harpies. Docadens can use Spark, which really hurts at this level. Harpies sometimes heal Bugbears

when they share combat. Just keep beating on the tough ones, and you will eventually get two consecutive shots, and the Bugbear will keel over. And don't run out of healing Herb or Unagi yourself! Baba is the boss of the forest, hitting hard and often. He takes 180 HP of damage to defeat.

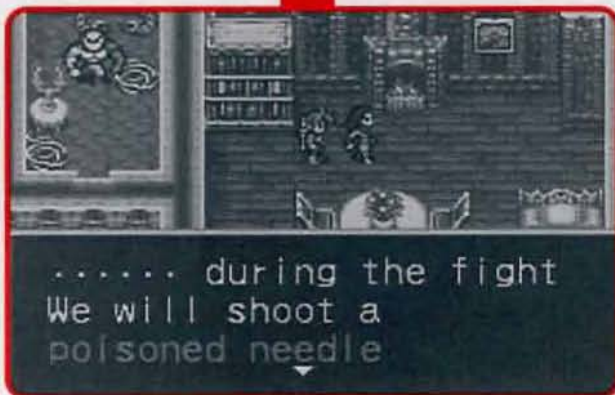


After you have beaten Baba, you'll get his Axe. Return to the Pub in Coursair. Once you have talked to Rand again you can get into the Coliseum because you are mistaken for Baba.

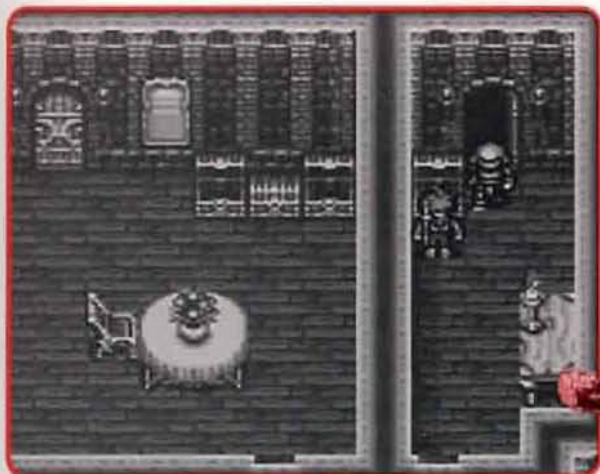
Before you can talk to the fight promoter, August, you must first defeat the Director of HR. Be careful when he poses.



Now go meet August in the next office and learn how the fight is going to be fixed. Remember to heal yourself if you haven't already done so after the fight with Mr. HR.



August tells you where your bribe is. The left locker room belongs to Katt—the right one is where your money is—but pick the wrong one anyway to meet Katt.



To save a fortune, enter the east dressing room to look for your bribe to throw the fight, open the chest, but do not talk to the guard. Now leave quickly and go to the bank to deposit all your money but one coin. Go back and talk to the guard. Rand will rush in with a mission of mercy, and you will give him all the money you are carrying—one coin. It pays to think ahead.

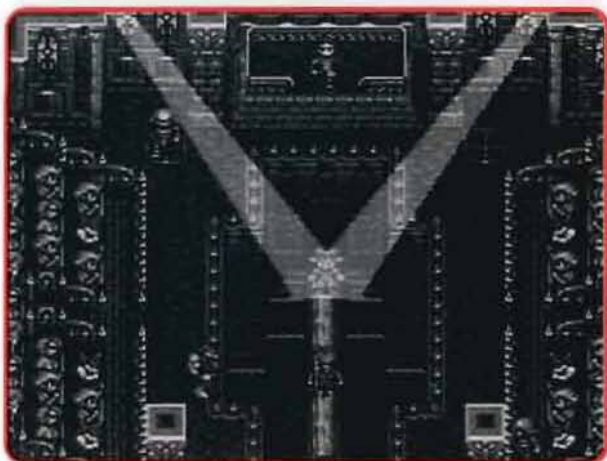
Show Time

After getting the Antdt from Rand, it's time for the arena fight with Katt. Not only is she a fan favorite, but she's faster than you are. Katt's taunt, if successful, will cause you to do the minimum damage on your next hit and may set you up for a slam maneuver causing high damage. Consider defending against a taunt; it's safer than letting Katt set you up. You have a big edge—you can heal yourself during the fight. You should be able to take Katt with some effort, and then the poison needles end the scene.



To save Katt from the poisoned needles, make sure you push up on the control pad to get Katt out of danger as soon as you win. You'll take the needles instead of her, but because you had the antidote, you'll be OK. Then you'll have Katt handy for the battle with Augus. You'll meet Rand and Augus in Augus's office, and Rand will join your side. Three against one are needed odds in this fight.





You were well paid for the fight, so before you proceed to talk to August, go by the Armory and make sure you're equipped as well as possible. When confronted by you and Rand, August becomes a two-headed demon boss and attempts to kill you both. The demon can hit twice, heal itself with one of its attacks or build up the power of a strike by only striking once a turn. To counter-attack, strike while the demon is delaying, and defend when the great blow falls.

You must do 700 HP to August to defeat him. August does more damage in one blow than Herbs is able to heal; so use Roasts or Unagi to heal. You should have some of each from your hunting and fishing trips.

After Katt recovers, she joins your party with a little help from the priest Ray. Katt's fast and tough, but remember that she is really stubborn and sometimes won't do what you want. Stop by the

Unlike Bow, Katt doesn't hunt with a ranged weapon. She must get closer to the animals but can strike much more quickly. There is still a slight delay after she stops moving before she can strike, so try to position her where the animals will leave the brush. Katt can also break rocks with her staff when they are in the way.

Armory in Coursair to get Katt better weapons and armor. Then it's off to the Ruins to get Rand a job with the work party and to continue your search for the bat-winged girl in the HomeTown Magic School.



Chapter 4

Nina Is Missing!

The trip back to the Ruins is uneventful compared to the fun you have just had in Coursair. To make it a bit more interesting and to attract a few modestly challenging encounters, leave the city with Rand in the lead. Now hit the Y button to make Rand roll up in a little ball and head very quickly south. Maneuver your party with the direction pad. When the Rand-Ball Express bumps into something solid and stops rolling, you usually will get an encounter.



Rand will stay with Bow to help rebuild the Ruins. You'll have a very nice house at this rate, if only you had time to enjoy it. Remember to visit it often—perhaps after every major adventure. You and Katt head back to HomeTown to continue your search for the bat-winged thief who can clear Bow's name.



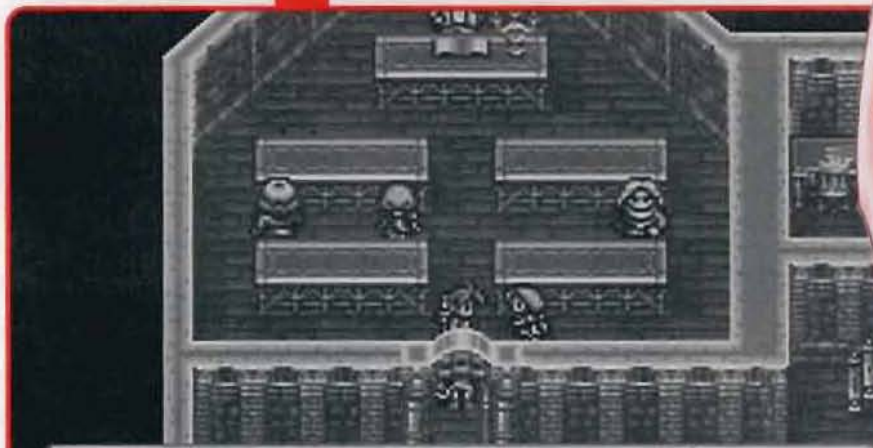


To Catch a Thief

Hot on the trail of the thief, you go back to HomeTown to follow up your clue about the bat-winged girl. When you attempt to go to the building north of the Inn, you find an attempted kidnapping of the magician Nina. After talking with the students on the first floor, you learn that the group of thugs called the Joker Gang have been harassing the townspeople. They are based in a cave at Mt. Rocko due east of HomeTown. You also notice Nina's black wings...not the standard color for Windia residents.

Pay attention to the comments and the location of the young girl in the southwest corner of the second-floor magic lecture hall. Odd comments for a young student...something's fishy here, but there's no time to sort it out now. She doesn't sound like a kid.

The hoods couldn't beat Nina in a fair fight because of her magic skill, so they have kidnapped her sister Mina to use as a hostage to get what they want. You must follow the kidnappers to the cave of the Joker Gang and try to rescue both the ladies. Remember to bring a little Antdt with you, because poisonous spiders often live in caves.

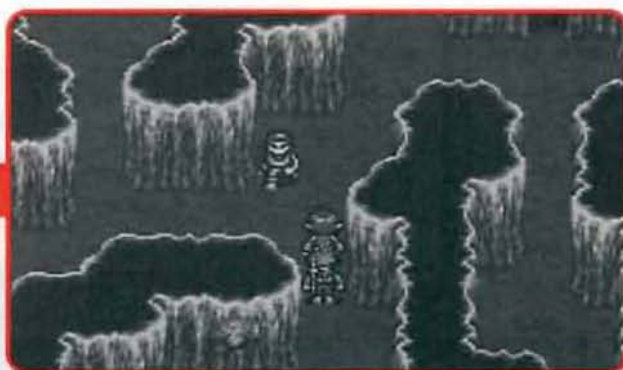


「I heard some rumors.. that hoodlums gather at Mt. Rocko in the East!





In the Joker Gang's cave, you'll have to beat up a few Hoods and talk to the ones that won't fight. Win, yet another homeless person, is in the northwest cave. Because you have the secret knowledge of this strategy guide, you can head straight for the northeast cave to get to the Joker boss. Just keep heading north.



Who's Who in the Joker Gang

Name	Position in Gang
Gabe	Boss's nephew's friend
Raite	Boss's younger brother
Gebara	Boss's older brother
Tereru	Just a hood
Pain	The Boss' nephew

Answer the gate guard's question using information from the table to the right, and go north to the next gate. Fight the gate guard and his poisonous spider. Take the Antdt you brought along because you will be poisoned!

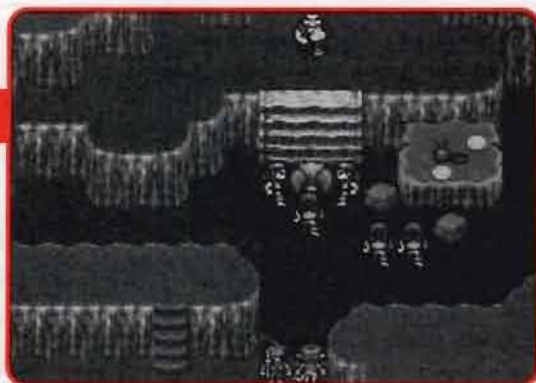
Then go downstairs to the next section of the caves.



The chest in the southwest corner of the room has LuckCndy (+1 Luck), and the chest in the northeast corner of the room has a SilverDR, which hits pretty hard. Make sure you equip the hero with the SilverDR right away. The treasure in the center cave has 100c.



Keep going north up the stairs until you come to a large cave where the Joker is talking to Nina. Follow the path around and take out the guard that holds Mina hostage. Now the party begins the battle for real.

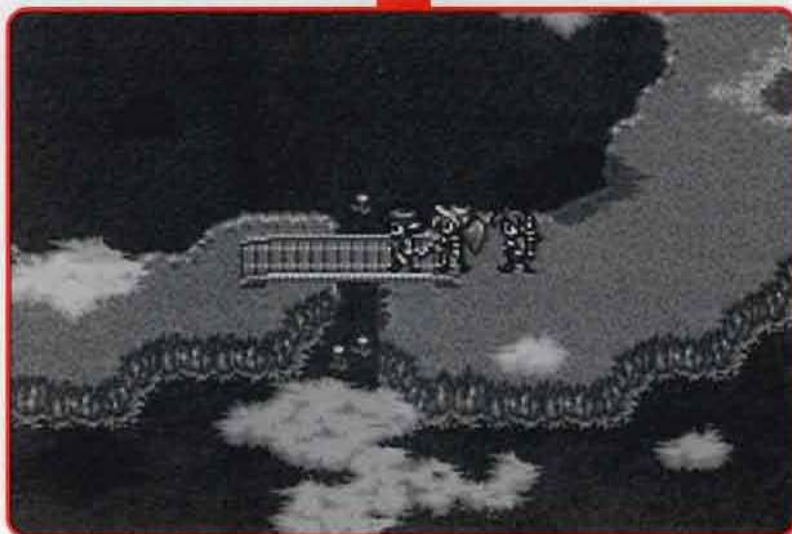


Once you have dispatched his hoods, the Joker becomes a horrible demon. He has a long lashing tongue and Psn.Brth, but only modest defenses. Cold works better than fire or lightning to damage him. He takes more than 1,050 HP to defeat.

Don't forget to stop at the treasure room, in the southwest corner in the first big set of caves, on your way out for the 1,000c. You can't get past the guard until the Joker is dead.

On the Road Again

Now your mission is to return Mina to her home. You'll encounter some new monsters along the way, but if you have taken care to rest up before you head out (perhaps in Coursair) you shouldn't have any problem with the journey. Helping Nina return her sister to Windia is an easy adventure.





Once you get to Windia, make sure you have Nina in the lead when you talk to the guard at the gate. He'll let you in a side door from the west, where you can wander around a simple maze to find several people who add to the pieces of Nina's puzzling story. The paths lead eventually to a stairway up. You won't be able to return once you ascend, so explore while you have the chance.



What Your Money Buys You in Windia

The Inn

Name	Cost	Effect
Rooms	100C	Recover all your HP and AP

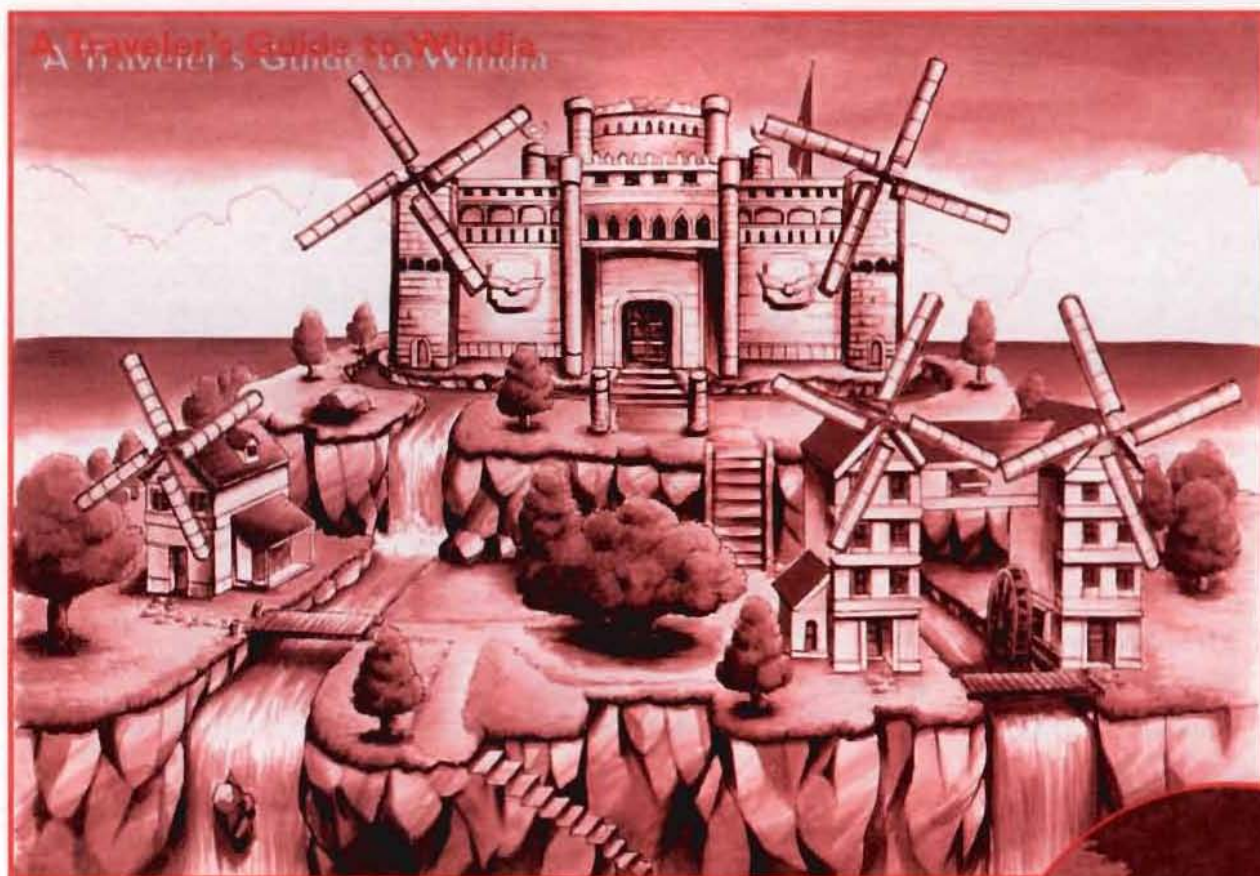
Armory

Name	Cost	Effect (which character)
MagicRG	530	+17 Offense (Nina)
LongSD	620	+16 Offense (Hero)
RevetKN	460	+10 Offense (Rand)
WoodenDR	290	+10 Offense (Sten)
ChainML	720	+12 Defense (Hero, Bow, Katt, Sten, Jean)
HolyRB	530	+8 Defense (All but Rand)
GlassRG	380	+10 Offense (Hero, Katt)
BronzeSH	510	+6 Defense (Hero, Rand, Jean, Sten)

The Item Shop

Name	Cost	Effect
Herb	8	+40 HP—use instead of Sardines
HelpBL	50	+100 HP—use Unagi instead of buying
WFruit	200	+20 AP, -20 HP
Antdt	12	Cure Poison
Vtmn	200	Cure Curse
TearDR	100	Cure Zombie
LifePL	500	+All HP and abilities, resurrect
Smoke	100	Decreases number of Monster encounters

There's no danger here. Combining what you learned in HomeTown, Mt. Rocko, and Windia, you get the first part of Nina's story and learn she is no longer welcome at the castle! A guard unceremoniously dumps you outside.



As you leave the drawbridge to the castle of Windia, you'll run into a magic show. Attend Sten's magic show and eventually you'll pick him up as a new party member, though not without some amusement first.



Sten is a good fighter and a competent magician. He takes extra damage from Cold and has an affinity for Fire. In combat, Sten's Rip ability means that enemies won't target him for physical attacks, though they'll still get him with counterattacks or spells. The Rip ability also increases his chances to deliver a solid hit, even though the animation makes him look unconscious. When Sten is leading the party, his movement special (press the Y button to activate) pulls the party across narrow gaps with Sten's long arms. Try this on the gap just south of Windia!





By questioning the people in Windia, you learn that the bat-winged thief has headed west, the carnival will move to Tunlan next, and that Capitan is the city to the west. Before you head west, too, take time to reequip. Also meet Daiye on the second floor of the Inn. He wants to open up a fish store.

On your way to Capitan, stop by and see where the owl flowers are blooming at the Monster Hunters lodge. If you ask, the Monster Hunters will tell you about the Uparupa, which eat owlfruit and live in caves facing the sea.

Dry Spell

When you arrive in Capitan, you find that several kids and parents have gone down the well and have not returned! Before you go down the well to rescue them, look around the town. There is a Tolen and SuedeAR in the bureaus of the second floor of the Inn. Meet Lemington, the traveling salesman, who will open a medium-grade armory, if given a place to set up shop in the future. And meet Locker, the painter in a building next to the Inn.





What Your Money Buys You in Capitan

The Inn

Name	Cost
Rooms	40c

The Item shop

Name	Cost	Effect
Herb	8	+40 HP—use instead of Sardines
HelpBL instead	50	+100 HP—use Unagi of buying
WFruit	200	+20 AP, -20 HP
Antdt	12	Cure Poison
Vtmn	200	X Curse
TearDR	100	X Zombie
LifePL	500	+All HP and abilities, resurrect
Smoke	100	Decreases number of Monster encounters

After jumping down the well, meet Ray from the Temple of St. Eva, and help him rescue the kids.



Go first to the cave mouth west of the stairs and then stay to the northeast cave mouth until you come to the room with the turtles.



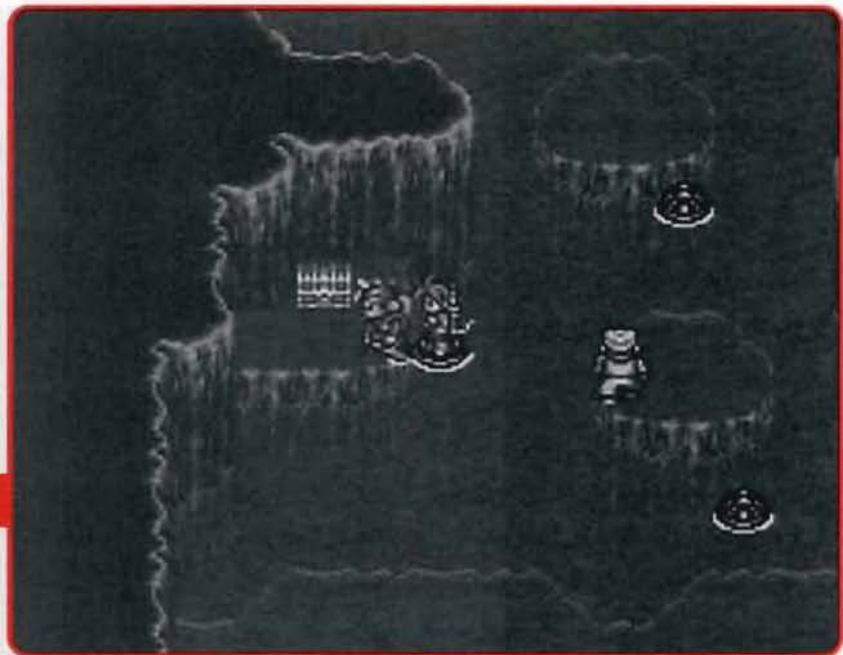
Ride on the turtles' backs to get to the Treasure Chests and fight the Creon.





The Creon is really a mini-boss and is deceptively hard to beat. The Creon can deliver two attacks and has good staying power, so don't start your attack missing any HP.

Before you head over to help the young boy in trouble, get to the Treasure Chests first. The near chest has Van.Ext (heals 120 HP for all), and the far chest has a Charm (curse protection). Heal up and then go to where the child is standing. To rescue him, you must fight the terrible Terapin.



This sinister shellback can cast an area-effect earth spell and the dreaded Brainwave. This nasty spell causes one of your own party to switch sides for a turn and attack one of your team members. Sometimes the traitor will even attack himself! The Terapin can also throw pieces of shell for 40 HP damage. He takes at least 800 points to defeat, so hammer away and heal

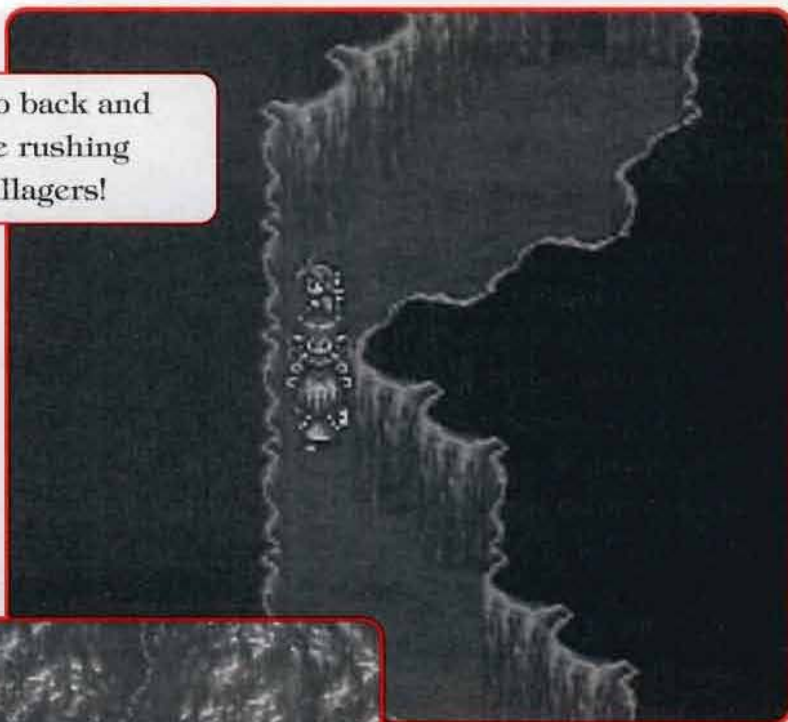
often. At least four LifePL's are essential because several of you will probably fall over, and the Terapin is not your final worry.





With the toughest fight over, go back and talk to Ray. He'll hold back the rushing waters while you go save the villagers!

Leave Ray and go through every cave saving villagers and killing monsters. Once you have rescued the four villagers from the Chiroru, go back to Ray and give the all-clear signal.



The Chiroru have attached themselves to the villagers' heads. Don't use the auto-fight option or area attacks because you will kill the villagers as well as the monsters. Target each monster by hand, and don't touch the villagers!

When a House Becomes a Home

When you leave the well, a grateful Ray will greet you. He'll reward you for your efforts if you take him back with you. Although he joins your party now, you can't use him in combat.

With Ray in tow, it's time to go back to the Ruins, which have been rebuilt to such an extent that you rename it



Township. Choose wisely whom you select to receive the blessing of St. Eva that Ray offers. The character should have a good supply of APs and be on your team during the final fights. St. Eva's

blessing grants the spell Renew, which restores HP and brings you back from the dead most of the time. But just like a LifePL, you already have to be at zero HP to use it. Unlike a LifePL, though, Renew has only a 70 percent chance of working, and it doesn't bring you back to full HP. Still, being alive is a lot better than the alternative, isn't it?

Now you can leave Township and head back to Capitan to try to find a carpenter so you can expand your town, but hardly anything on this mission has ever been easy. When you get to Capitan, talk to the girl that is now between the two southern buildings. Make sure that your hero is in the lead. After the girl flirts with the hero, she will take him to meet her Granny, the witch.

Not all witches are bad, just cranky. On the good side, Granny will grant the hero his first set of Dragon powers while trying to join his soul with the power of the Fire Shaman. You will also get to know Sana, the first of six Shaman in the game that you can combine with to produce special powers and animations. On the

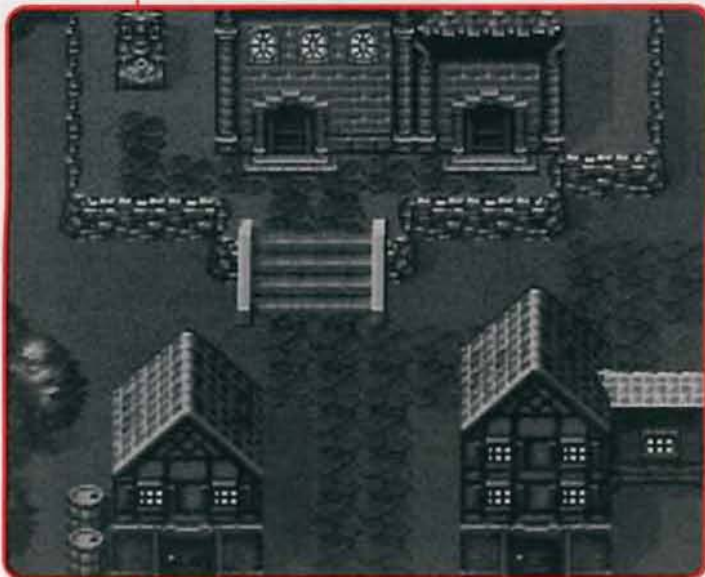
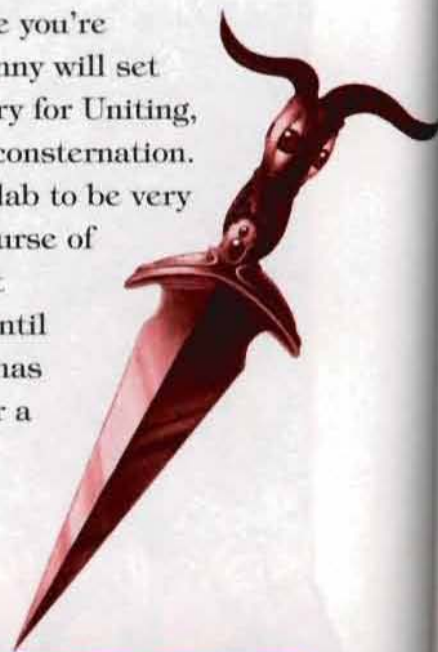




Housing Boom

Selecting the right carpenter for your town has long-lasting effects on how Township develops. The Arabic carpenter builds a tavern where they serve a potent drink that improves the condition of your heroes; the tavern is also populated with folks who can tell you many facts about your adventures. The Lumberjack builds a gambling house where you can gamble Tolens that you find in your travels for magic weapons. The more conventional carpenter builds a restaurant where the chef cooks special foods with magical powers from things you bring in. You must decide which type of town you want; they all have their uses. Where do you find the carpenters? In the style of buildings that they like to build, of course. The first carpenter you accept will head off to Township to build it for you, and the other carpenters will no longer offer to help you.

down side, you have to go back to Township before you can proceed, and then once again go all the way to Capitan to get your carpenter. While you're journeying, Granny will set up her laboratory for Uniting, much to Bow's consternation. You'll find this lab to be very useful in the course of the game, but it won't be built until your carpenter has been in town for a while.



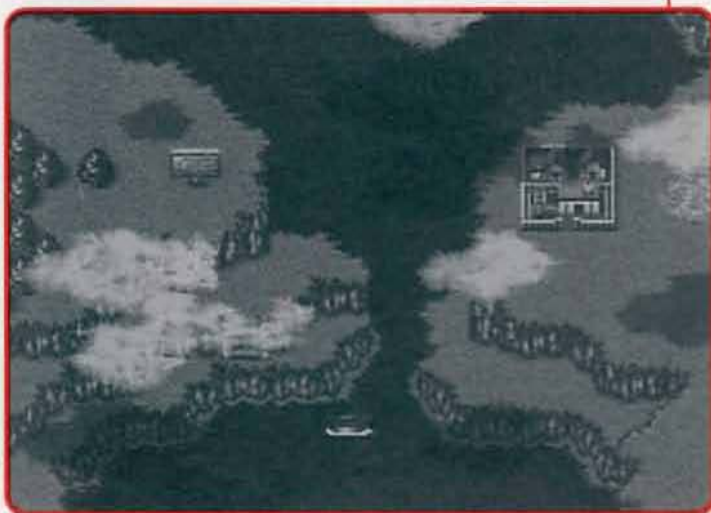
Chapter 5

The Witching Hour

With your town under construction, it's time to find that bat-winged thief. This is going to be a great adventure to a new continent, so don't pack light. Stop by and get fresh bait. Pick up some Antdt, Vtmn, and, just in case, a couple of WFrut. It's a long trek back to Capitan, but by now you know the way.



Remember to use Sten to cross over the narrow gap south of Windia. Ask about the thief in each town you enter, particularly in Windia, and you will discover that she really gets around. That girl is a menace! After some quick discussion in Capitan, you will learn she delayed the ferry and took it west to SimaFort. If you go out the north gate of Capitan, you can take the ferry, too.

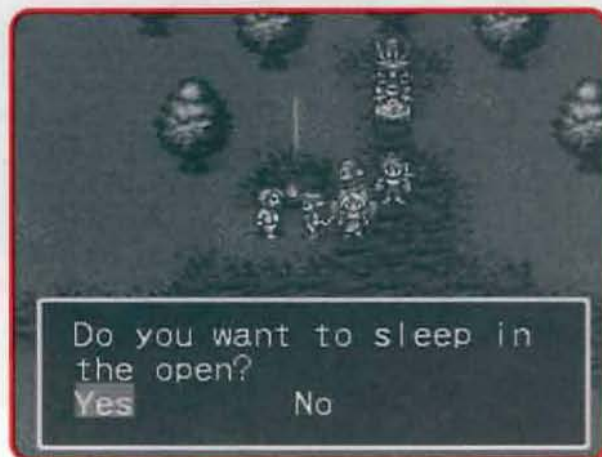


But First, a Detour

On the new continent, if you go into the notch in the forest, you will find an amazing thing—a giant frog! The poor fellow is under an enchantment from a witch in the west and needs your help to regain his rightful figure. This is tragic, but you didn't come here to solve his problems. If you abandon this poor soul, you can build levels and acquire gold. On the other hand, the story will not progress unless you help him. Listen to his tale of woe and do what you can.

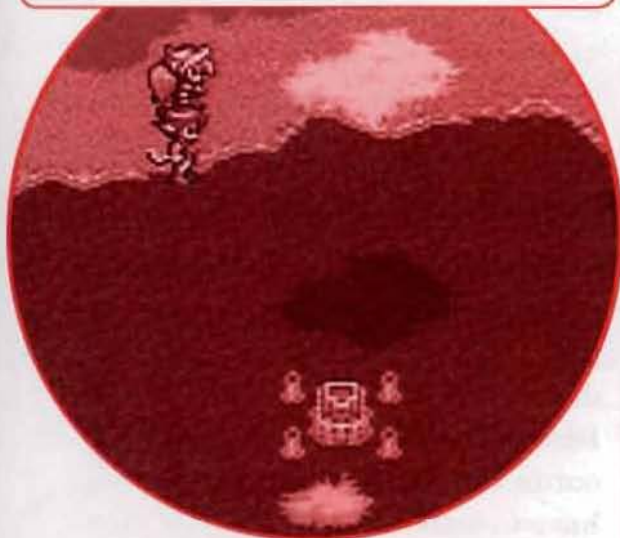
Take the Long Way

After you leave the forest, you can work your way west over the north end of the lake to the Witch's Tower. Don't go that way unless you are ready for a set of hard fights. S.Idols, Stamen, and the dreaded Catfish abound between the forest and the tower. Instead, follow the path south and go around the south edge of the lake, crossing a bridge, to the small hut on the shore. This is a free camping area with a Dragon Shrine. Save your game and rest for free. And when you fight witches, take the strongest mages you have. Remember what happened to your friend the frog.





Without further delay, take the bridge north over the lake and up the paths to the witch's tower. The city in the center of the lake looks interesting, but without a boat you have no way to explore it. Of course, if you could swim like a frog...

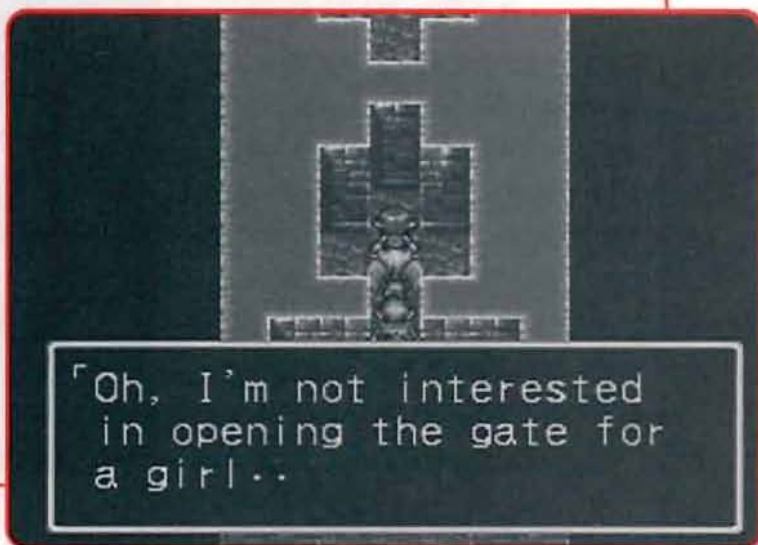


Heading north, you will see an inviting cave. So far, you have had pretty good luck with caves, but stay clear of this one. The Wildcat Club has very strict rules and rough bouncers. Now is not the time to pop in for a drink.

The Tower Awaits

When you get to the Witch's Tower, find the switch at the entryway. You need to have your hero in the lead for the witch to open the gate. She has a thing for cute guys, so the fights are not as tough with him in the lead. Keep stepping on the switch and defeating the welcoming committee to prove you are tough enough to enter here.

If you still have your Charm, give it to the person in the lead for extra protection against the H.Flies, which have both Psn.Atk and Curse. Use Thunder to obliterate these annoying pests. Meanwhile, use Fire spells on the M.Mummies and Air spells on the slam-happy Monopeds.



"Oh, I'm not interested in opening the gate for a girl.."



Once inside, you see someone standing around with some statues, and you notice a chest on the platform in the reception room. Do not let greed overcome you, or the witch will close the exits when you open the chest. (Boy this witch has a temper!) Ignore temptation and head out the west door.

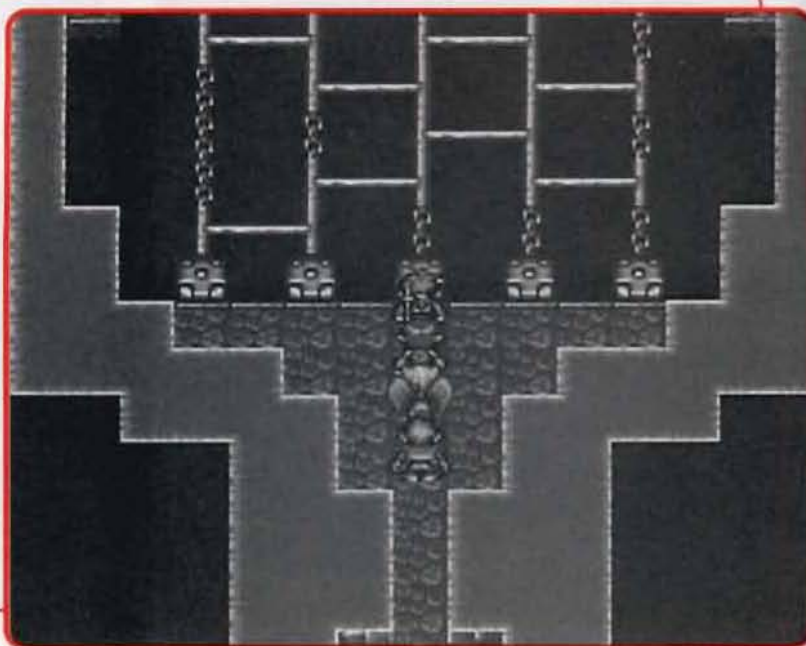


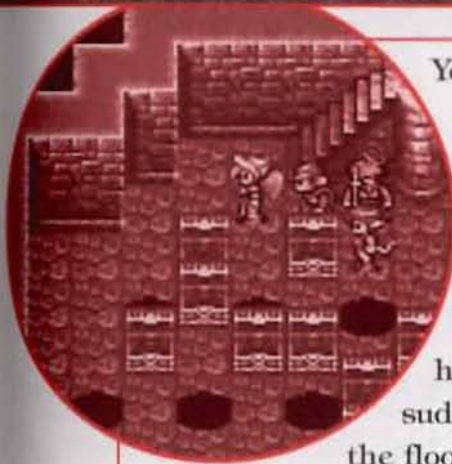
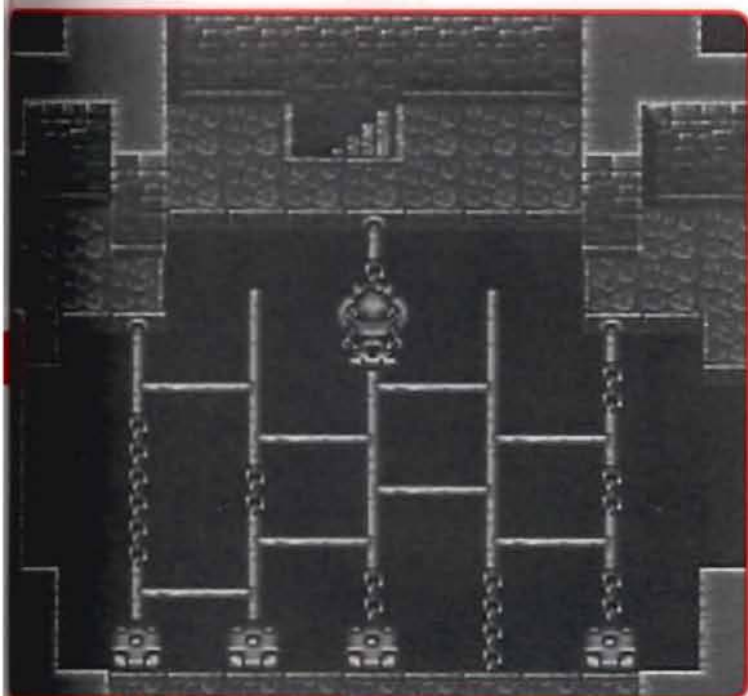
Puzzles, Puzzles Everywhere

The west-most platform in front of you takes you to the east passage, and the east platform takes you to the west passage. Take the correct platform across and exit through the east passage. Go upstairs and check out the statue. This seems like a lot of work for a dead end with no treasure, but this is the only female statue we have seen in the whole place. Remember its location, for this will be important later on.

Now head down the stairs and back across the chains. Take the pad next to the east-most pad across, and down the stairs to the Treasure Room. The other two pads leave you out in the middle of space, and you have to walk off and fall back into the reception room. You already know it's a long walk to get here again.

Head up the stairs to a chest with a CureAL in it. This path leads nowhere, so go back through the reception room and out the east door. Snake up the stairs and note the Treasure Room that you can't get to. This witch is loaded, though she has a funny taste in sculpture! Follow the stairs up until you get to the big room with pipes and chains. Heal up now, and use some Wfruit to restore your AP.

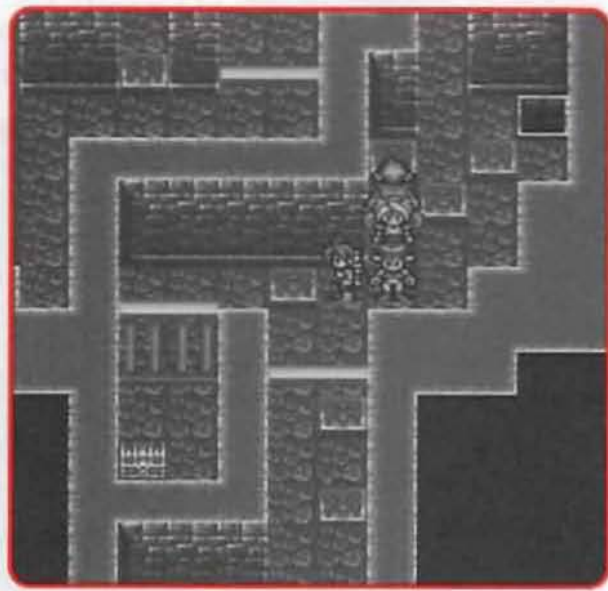




You should now be in the Treasure Room, so keep your eyes open! As you open each chest, watch out for the holes that suddenly open in the floor. If you're not

careful, you might drop to the reception area. If Nina is with you, put her in the lead, and you will not fall. Her wings keep the party hovering over the trap. Each chest contains coins, but the chests on the west side are the most valuable. If you take the chests in sequence from the northeast working your way around to the west, you can get all of them without falling into a hole. When you're done looting, head back across the chains.

Take the west platform and go out the east exit. Up the stairs, you can go north to get a preview of upcoming rooms, or you can go south to find a chest with Herb in it. If you are badly beaten up, you can talk to the statue of the witch near the chest, and she will teleport you outside of the tower. Otherwise, don't stop to look at this statue, or you'll have to walk all the way back in again. Besides, the witch levies a toll for her services in letting you out. Follow the hallway to the set of floor switches and gates.



Watch Where You Step

The floor switches toggle the various sets of gates but each switch works only once. The trick is to get the gates with the treasures open and have a way to exit to the northwest. You must step on the first two switches to enter. Step on the third switch in this group to open the closest barred gate. Avoid the next switch as you head north and then step on the switch nearest the now open first gate. Now line up your party to depress only the first



middle switch heading north, which will open the treasure cell you just passed. To get to the cell, you must walk over another switch. Loot the cell, and walk straight up the middle of the corridor heading north and loop around, stepping on switches all the way. By the end of the loop, the other treasure cell will be open, but the passageway out to the northwest will be closed. After grabbing the treasure, go back and step on another one of the switch trios at the beginning of the looping corridor and the way should be clear. (If you make a mistake, dive down the hole on the west wall and follow the directions under "Exit stage right" to get all the way out of the tower. When you return, the puzzle will be reset.) This is a great haul: a WizardRG, a SilkGL, and a WiseRB. Equip your party with these, and boost your chances of survival.

Leave through the open door in the northwest, and head up the stairs to the next platform room. The WiseHoop and the WiseBl are in these chests. Put all this good stuff on Nina. You'll find no tricks or traps here, but beware that the east exit is more of an exit than you want. Avoid it unless you want a fast way out of the tower. Take the floating platforms south, and exit up the stairway. Heal up now because Nimufu the witch is near. Feed WFRUIT, if you have any, to your mages, and put your toughest fighter in front.

Nimufu Awaits

Step on the switch and enter the witch's room. Nimufu has been waiting for the hero (remember, she likes cute guys) and is very cranky when he declines to be her toy. She has all the basic magic and enough AP to cast spells on you all day long. She has a real passion for Thunder and other spells that hurt the whole team, but will change attack spells frequently. The hero's Dragon Power, FirPuppy, is the most effective weapon against the witch. Def-Down will put a cramp in her style as well. Beat the answer to the curse out of her, and then go to claim the big prize of this quest.



Meeting Abroad

Walk back down to the switch room and jump down the hole to land in the chain puzzle. Go back to the west to where you found the female statue. When you talk to her now, you find out she is really Seso, the Water Shaman, who will travel back to your town.



Exit Stage Right

Take a pad in the chain puzzle that will drop you down into the Treasure Room. Jump down the hole in the Treasure Room, and at long last you will fall into the reception room and can walk out of the tower.

Because you defeated the witch, you now know how to remove the curse. Go east to the forest where you left your frog friend. You should have enough power to make this trip, but for safety's sake you can head south to the open-air campground by the lake. Save your game there, as well. Head into the forest, with a girl in the lead to kiss Jean. Get close and press the A button twice. Katt can always use the experience, but each of the ladies will show a different response, as ladies often do.



Nimufu
"I lose..
About the frog..



I'm Seso Water Shaman!
I've got to hurry and
get back to my Granny!

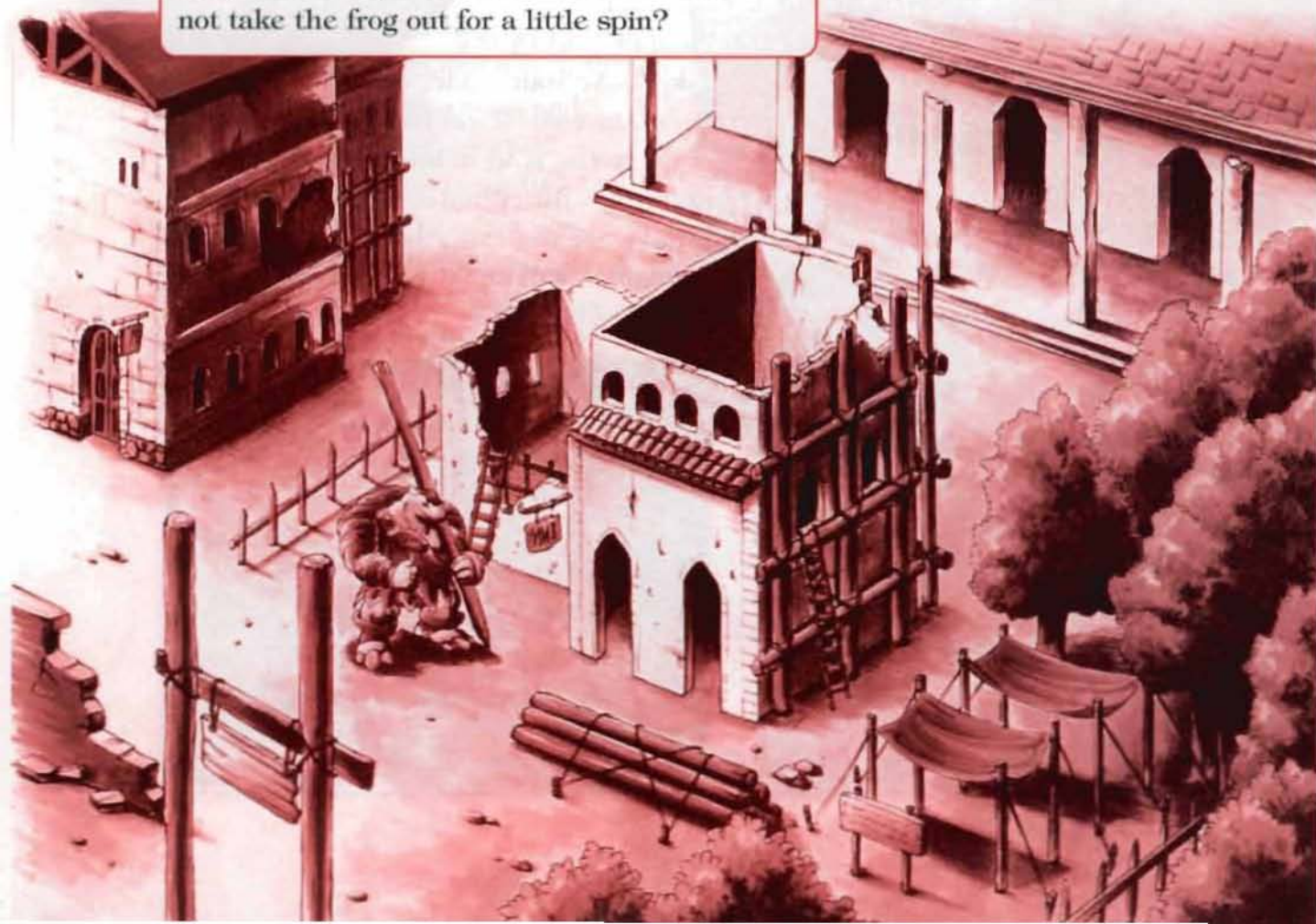


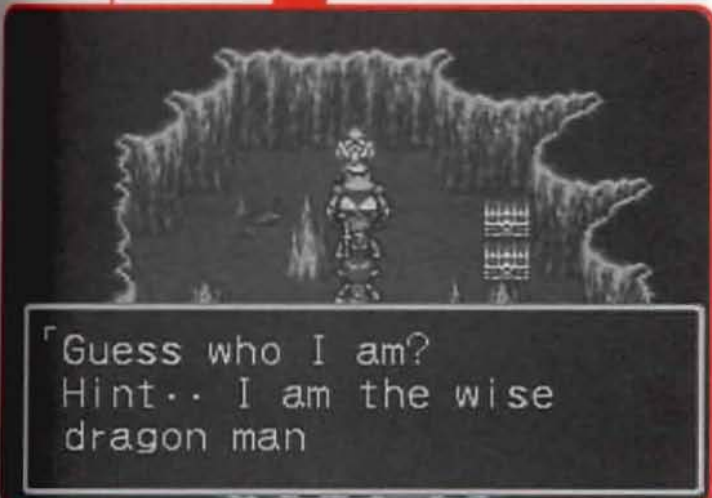
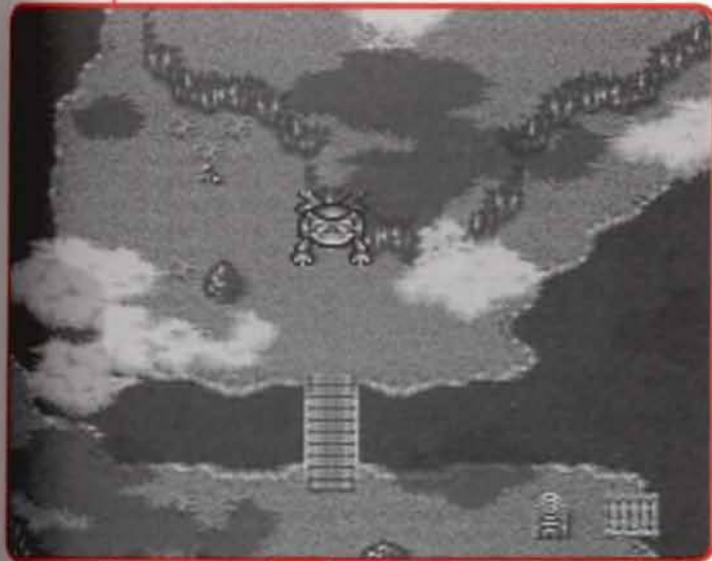
The Frog Prince

You have helped the right fellow here! Jean is the prince of SimaFort and will gladly take you home to meet mom and dad. He even learned to make the best out of being a giant frog; he can carry the team on his back when you press the Y button while Jean is in the lead. Jean's a little out of shape sitting in a pond for that long, so before you take him back home, why not take the frog out for a little spin?

A Gentle Reminder

When you leave the forest with Jean, you will get a cut-away scene back in Township reminding you that your house is done. You should plan to go there and see your new house soon. It is the central clearing place for clues when you get stuck. Talk to all your team members, and often one will have a clue for you. You can also start inviting people back to your town. Up to three people will add special skills to your new town. Unfortunately, people are a little snobbish and some will not work together. See Appendix A for a list of potential villagers and their locations.





Why People Buy Strategy Guides

Place Jean in the lead and use his leaping power. Then head east past the Witch's Tower to the lake above the cave. (Avoid going to the tower in the middle of the southern lake just yet! That's SimaFort and you'll lose Jean when you go there.) Jean can now swim in the lake. You get no encounters while swimming, so you can avoid some fights by crossing lakes and following rivers. You get less experience, but it allows you to travel quickly to more places.

Take this waterfall, for example. Only a royal frog would lead the charge off the edge and find a dragon clan elder waiting for the hero to arrive. The elder gives the hero mighty Dragon Powers and much-needed hitting power for the team. Remember to loot the chests there as well. The Dragon Elder doesn't seem to mind.

Continue to avoid the cave at the base of the waterfall. You will get there soon enough, but you really aren't ready yet for the heavy partying that occurs there.

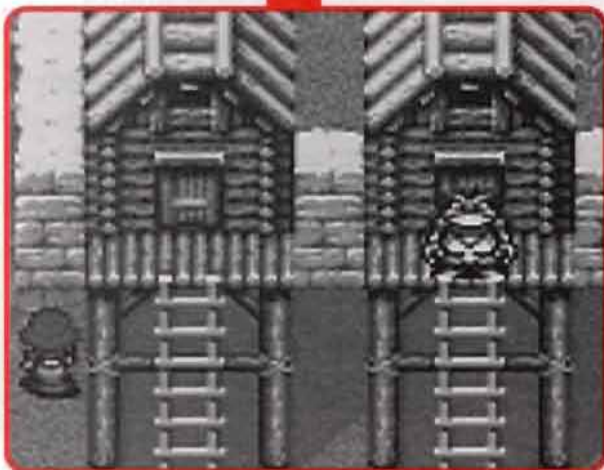
The Longer Side Trip

If you want to make the trip and practice hopping, you can make great time all the way back to Township and use the special features of your town. Jean can even hop over the narrow spots where before only Sten could make it across. If only Jean could swim in the ocean, the journey would be faster still.





The Lumberjack town has a gambling hall where you can play with Tolens. Save the game here, and try your luck. The more Tolens you have the better your chances to win. The game is based solely on luck, so put the character with the highest luck in the lead. If you do not like the outcome, you can always restart your game from your last save, but, of course, that would be unsportsmanlike. Wouldn't it?



The Arabic town has a great bar. The soda you get here boosts everyone's condition to Super and toughens your resistance to enemy spells—a fine idea before you go on a big quest.



The Regular town format has the restaurant, which is the big win in the early game. If you give the chef items, she will cook them and give you something different back. Many combinations just produce a burned mess, but some are very useful. To get you started, here's a recipe to make the experimentation easier: four Charcoal gives you a HelpBL. Experiment every time you come back to town. You will be amazed with some of the results.



The Road To SimaFort

Now that your side journeys are completed, take Jean home to SimaFort. That's the city in the middle of the lake. It should be nice entering a city as the guest of the prince, don't you think? Well, you'll find out soon enough. With Jean in his giant frog form, hop into the lake and swim to the tower for the next part of the story.

Chapter 6

The Great Circle Route

You're about to venture through fire and water for your friend Jean. Considering all the trouble you go through, you better hope he's the true Prince of SimaFort.

Getting Your Feet Wet

Jean can take you to SimaFort by swimming across the lake, once you put him in the front of the party and press

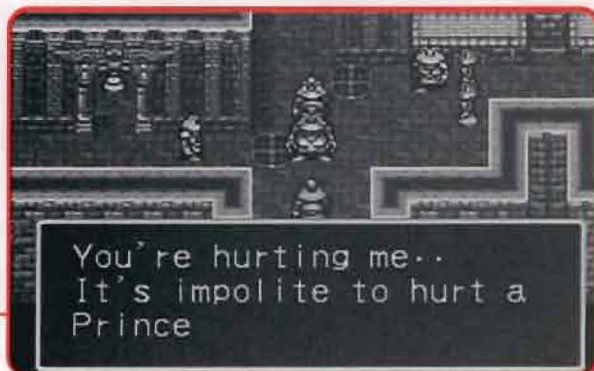


the Y button. If you arrive at night, the gate guard lets you sleep there until morning. The beautiful surroundings must have refreshed you because the next day you feel as if you slept the night in an Inn. If you'd rather approach in the daytime, you should rest outdoors near the dock. Camping is free!



Jean is happy to be home, and he's extending his hospitality to you. Unfortunately, some of the frogs at SimaFort have other plans than a royal welcome for Jean. They take him prisoner as an impostor because SimaFort already has a prince. An impostor must have taken Jean's place! At least you think the prince is an impostor. In fact, you may be traveling

with the real impostor. How embarrassing! If only you could find a way to prove Jean was the rightful prince.



What Your Money Buys You at SimaFort

The Inn

Item	Cost	Effect
Rooms	50	Restores HP & AP; Cures Poison, Curse; Resurrect

The Item Shop

Item	Cost	Effect
HelpBL	50	+100 HP—use Unagi instead of buying
WFruit	200	+20 AP, -20 HP
CureAL	400	Cures Poison, Curse, Zombie
LifePL	500	+All HP and abilities; Resurrect
Smoke	100	Decreases number of monster encounters
Worm	4	Bait for small fish
Shrimp	20	Bait for medium fish
Urchin	10	Bait for large fish

The Armory

Item	Cost	Effect
LongRP	1,200	+26 Offense (Hero, Jean)
BronzeST	940	+25 Offense (Katt)
IronKN	1,000	+18 Offense (Rand)
CrossBW	780	+22 Offense (Bow)
IronAR	1,350	+22 Defense (Hero, Sten, Jean)
IronML	1,400	+20 Defense (Not Rand, Nina, or Spar)
KnightHT	790	+8 Defense (Hero, Sten, Jean)
Backlaw	990	+9 Defense (All)



After the guards drag Jean off and you learn that a boat has been prepared to take you back to shore, you can wander around SimaFort, which has all the basic city features. You'll find a DluxPole in the bureau in the little room on the east end of the fort. This item will greatly improve your fishing chances.

After you've shopped and spoken with everyone, you have a few more clues about what's going on. You know, for instance, that the thief you've been looking for was caught trying to steal a legendary sword and was put to work somewhere in SimaFort. In addition, you heard the king has been acting strangely since the false Jean—whom everyone else in SimaFort believes is prince—arrived. You also learned that the false Jean has been promoting the church of St. Eva.



When you have checked all the nooks and crannies, leave through the front door and try to find that boat. Petape, the princess, intercepts you and sinks the boat with a big rock, so you are now stuck in SimaFort.

Don't upset her—this girl has a temper! She is about to tell you her suspicions, but the guards interrupt. Tata

the guard suspects the prince is really an impostor, but his guard leader either doesn't know or doesn't care about this possibility. At least you know that some of the frogs besides Petape are suspicious.

After the guards leave, the princess implores you to capture the impostor and save her brother Jean. Petape gives you Gills so you can go into the underwater portions of the castle, and she describes the dungeon where Jean is being held and the docks, where you can find a fresh boat.

You can now go down the stairs and out the door, into the passage filled with water. Once outside the castle, the docks are to the east and the secret passage to the dungeon is north, under the waterfall.





You will find the bat-winged thief in a cage full of cockroaches and several empty holding cells. The passage north leads to more cells, one of which contains Jean. However, the Jailer bars the path, and you must defeat him in combat to get to your imprisoned friend. The Jailer should not be a difficult challenge if you took the time to re-equip at the Armory in SimaFort. He throws a few spells, so try to take him out of the fight before he casts Cure3. The Jailer takes 540 HP of damage to defeat.



After you talk to Jean, you learn that the witch Nimufu (the one you just defeated) has the signet ring that will prove Jean is the rightful prince. Jean gave the royal ring to her as a token of his affections! Jean may be a prince among frogs, but he doesn't seem to be that bright. You must get the royal ring back so Jean can expose the impostor.

Have you noticed the difference between the Dragon Shrines and the churches of St. Eva? You can save your game in both places, but you should pay attention to some differences. You can exchange members of your party at the Dragon Shrine. Donations to the St. Eva church do not seem to help your cause. The advice you receive from St. Eva changes after solving different quests, but some of the advice is misleading and incorrect. Stick with the Dragon Shrines when you have a choice. You'll notice a lot of churches in the new cities you visit, though. The religion of St. Eva is spreading fast.



Go to the docks and take the boat moored there back to the west shore. Rest up at the camping ground, and plan the trek back to the witch's tower. Ho hum—how dull. We've been there before.



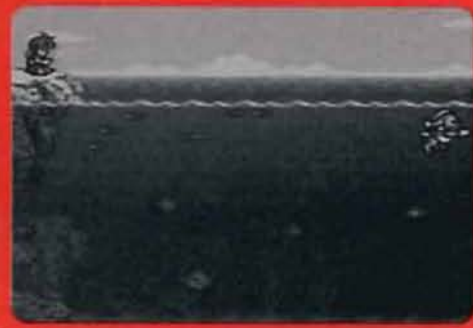
Bog Trotting

Head north to the tower. This journey would be much faster if you could have brought Jean along with you. When you finally arrive at the tower you will find the witch... not there! Her magical answering machine informs you that she has gone off to drown her sorrows at the Wildcat Club, which is somewhere to the west. (You might have noticed it in the cave at the base of the waterfall.) If you go to the club first, she will not be there yet, so go to the tower and the club in the correct order. And for being so understanding here's a fishing tip that can change your game:

The fastest way to the Wildcat Club is to go back to the camping ground on the banks of Lake Sima and save your game at the Dragon Shrine. Be prepared, because the Wildcat Club has some pretty rough customers. Now head up the coast north and west, and then enter the cave by the waterfall.



On the coast near the Wildcat Club there is a great fishing spot, sometimes visited by Maniro the Merman. Gold, like you found in the sea cave, is the only bait that will interest him. Maniro will sell you unusual and very expensive weapons or items. His stock changes depending on where you find him, but he doesn't often frequent fishing holes near cities. While you are fishing, Maniro can appear at any time. When he does, hook him with the Gold, land him, and then talk to him to see what he has to offer. Make sure you are carrying a great deal of money because Maniro will not wait around while you try and find a bank!



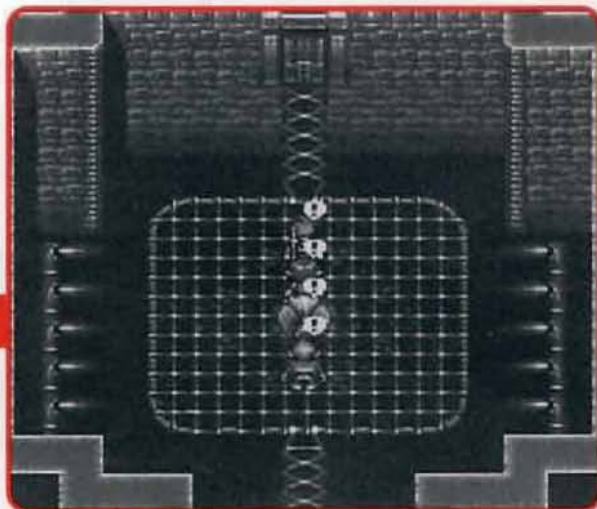


Turn down the other posted regulations to remove your hat, jacket, and weapons. You will fight a bouncer at each checkpoint at which you have disobeyed, but fighting these battles is much better than arriving at the end of the hall dressed only in a napkin!

It's OK, though, to follow the regulation to smear yourselves with salt and pepper. That way, you avoid an unnecessary fight. Cure up here, too, because you will not get a chance to pause after this point. The last question you must answer is how you like your meat cooked. Because it looks as if *you* are the main course, answer rare and lose only 25 percent of your HP when you step on the griddle. You'll lose much more if you say Well Done!

The Dress Code

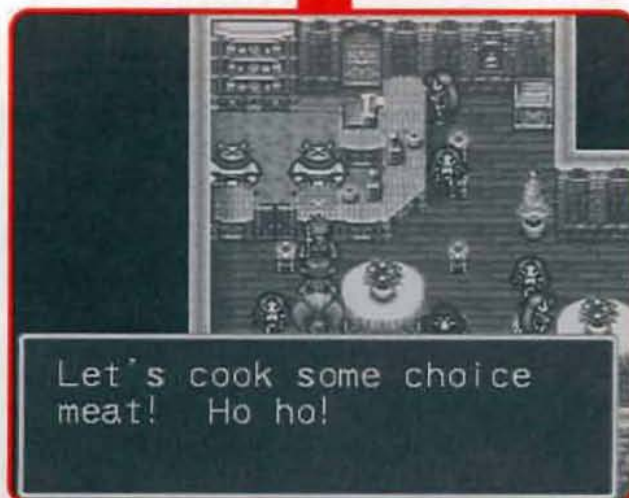
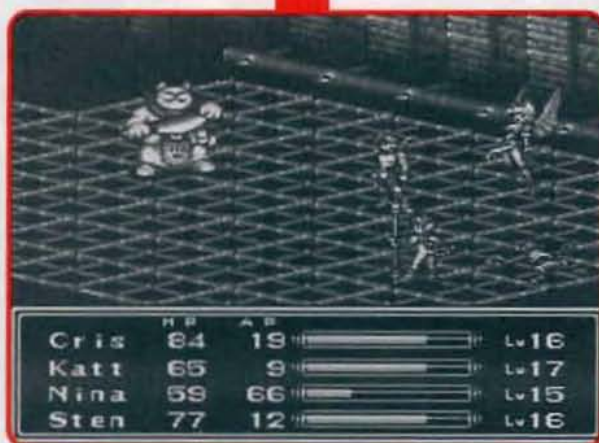
The Wildcat Club has some very odd regulations, so you should prepare. Press the A button when you are next to the posted sign to see what you are asked to do. Make sure you have all your best armor and weapons already equipped, because the management will ask you to store all your unused items with them. This includes healing items, so clean up your own equipment list and equip the two Misc. slots of each character's equipment list with anything you consider essential. If you refuse to check your items at the door, you can't enter the club.





After trying to cook you for dinner, Chef Wildcat will come in to see what's taking so long. If you gave up all your Armor and Weapons, you would have to fight him with just the Plate and Fork provided. This guy's rough enough, especially considering you've lost a quarter of your HP. Wildcat uses an area-effect Dice Attack and a devastating ChopChop. He resists fire spells, including Dragon magic. You have to produce 650 HP of damage to defeat him. Fortunately, his attack is much worse than his defense. Try putting Rand on the point of a Defensive formation. Each turn, have him Defend, and use one Healing spell to keep him alive. This leaves two characters to pound on Wildcat. This is a slow but steady solution. Most flashy strategies leave the party defeated.

At last you get into the Bar, and the unusual entrance procedure should rapidly make sense. They serve the weak to the strong for dinner. The bar is full of partying witches. If you are still spoiling for a fight, take on the drunk witch at the north end of the bar. You can't win any coins by defeating her, but you can earn 200 experience and learn how far you have improved since your battle at Witch's Tower. She may pull a few tricks, but you should be able to beat her repeatedly.





After you have asked everyone about Nimufu, you will find her in the bathroom revisiting some parts of the witch's party. She is too weak to fight you and tells you that she let the ring slip down the toilet. Yes, that's right; you have to go into the toilet after the royal ring!

The ring will be easy to spot in this simple maze. Face the ring and press the A button to try and grab it. If it slips out of your grasp, follow the path north until you can grab it again. Katt or Sten are particularly good at grabbing the ring.

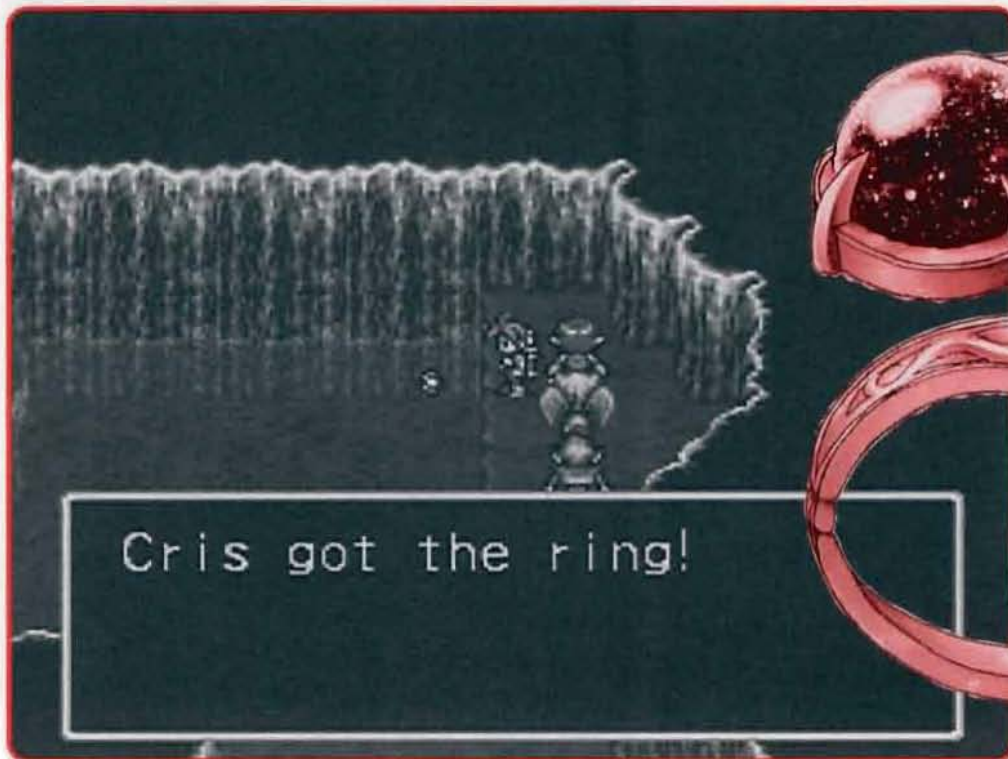


Will you jump in the toilet?

Yes

No

With the ring in hand, return to SimaFort to proclaim Jean as the rightful prince. Congratulations, you went down the toilet, but you're game didn't go down the tubes. Rangers get all the glamorous jobs, don't they?



Chapter 7

SimaFort Follies

Rangers never get a break, and you still have to find that bat-winged thief to clear Bow. So far, very few things about helping this Frog Prince have been straightforward. Before you are done with this quest, you will go on a very unusual hunting excursion and save SimaFort from a bomb threat. At least this quest involves no toilets...you hope.

When in Doubt, Cook

Jean is overjoyed when you return the royal ring to him, and with Princess Petape pushing him all the way, it's off to see the king. As luck would have it, the impostor also has a signet ring. This puts the royal court in an uproar. The princess tries one last gambit. She knows that her brother, though scatter-brained, is a great cook, so she proposes a cooking contest to expose the impostor.



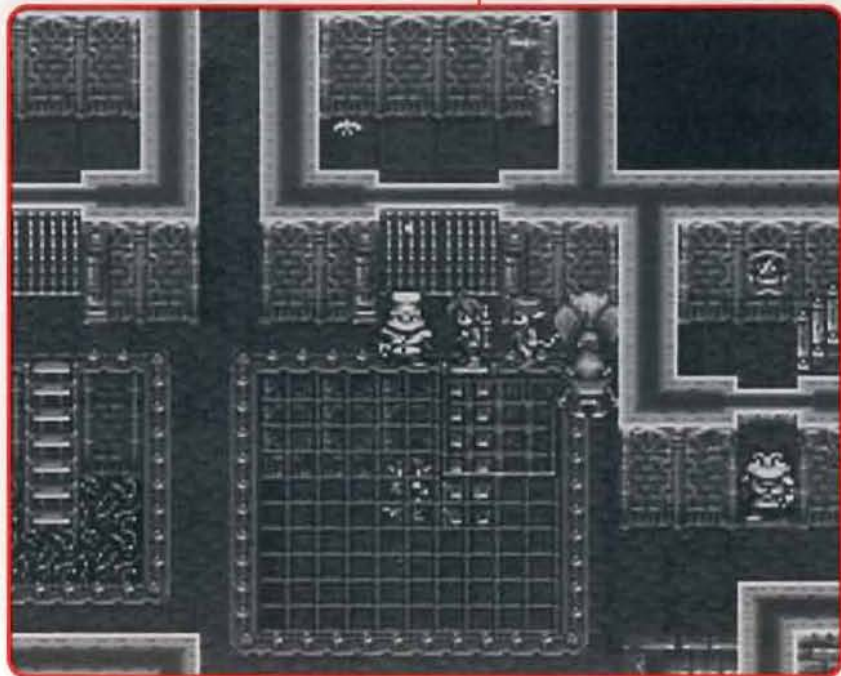


The impostor agrees, with the provision that if Jean loses, he and his friends will be put to death! The pressure is now on for Jean to complete his masterful GoldFly Pudding to save his life and yours. But he has no supplies, and no one at the castle will help the heroes get the fixings for the contest. Apparently, several are in league with the false Prince. To make matters worse, the false Jean overhears the proposed menu and now both Jeans are preparing dishes involving Cockroaches, Worms, and the magnificent GoldFly—regional delicacies, every one. This is a meal fit for a king—well, a frog king, anyway.



All you have to do is make the 'gold fly pudding.'

The heroes search the castle for a way down to the basement, where the GoldFly can be found. There is a suspicious room labeled WC just north of the kitchen marked with a down arrow, which unfortunately is no help now. Remember this location for later and move on.



As you wander the grounds you may find Patty, the bat-winged thief you have been looking for, locked up in the cockroach pen of the kitchen supply room. You cannot free her until Jean is back in favor, but at least she isn't going anywhere this time.

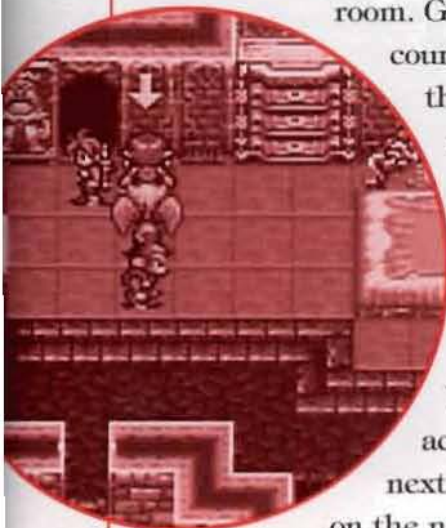


To get into the SimaFort basement to search for ingredients, talk to the model posing in the courtyard. Fiolina, the model, tells you about her missing boyfriend, Tata. Remember that Tata is the guard who was suspicious at first about the false prince. He was last seen heading into the dungeon to bring food to the imprisoned Jean and has not returned.



Fiolina
"Do you know a soldier
name Tata?"

Follow the tip to go to the prince's room. Go north from the courtyard to the throne room and up the east steps from the throne room. Inside the prince's room, use the A button to activate the lever next to the portrait on the north wall.

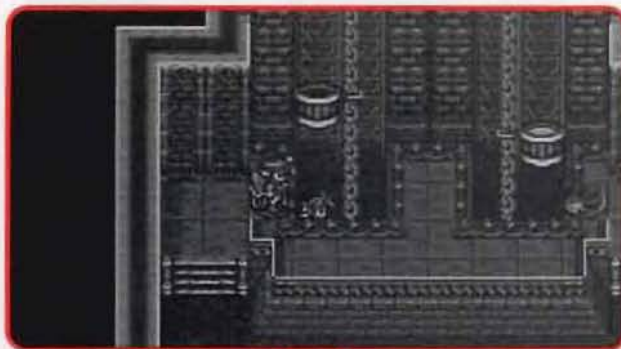


Go up the stairs until you find Tata staked to the roof. This impostor prince doesn't seem to be a very nice



"It is because of
all of you.
Thank you very much.."

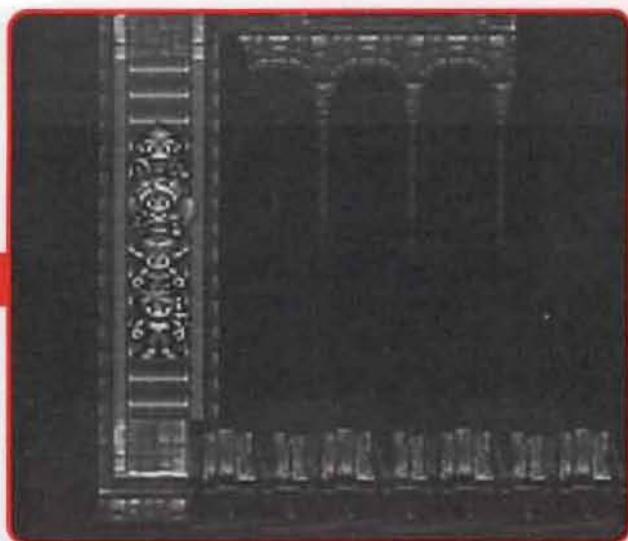
fellow, does he? Tata is grateful to be released but doesn't help you much until you go down and tell Fiolina about him. When you do that, Fiolina rushes to Tata's side and Tata becomes downright pleasant.



When he offers you a choice of money or information, take the information. He tells you how to ride the windmill bucket chain down into the basement and gives you a key that unlocks the doors on the roof. The one to the north has the windmill buckets in it. The one on the southeast is the storage room and can be looted for 1,000c. You can get another 1,000c if you stand in front of the windmill bucket area and press the A button to search. To ride the buckets down, head to the left bucket and press the A button to hop on.



Your objective is to get the GoldFly, the Cockroach, and the Worm and take the supplies to Jean in the kitchen. When you arrive, the GoldFly is attacking one of the impostor's soldiers who has been sent down to bag the ingredients before you can. You have to hurry! To make things a little harder, the GoldFly fights you and runs away before you defeat him, forcing you to track him all over the basement.



The J.Worm counterattacks every combat turn and can use SwtBrth. The G.Roach is just big and tough to kill. The GoldFly stays put after you defeat the other two.



Look for the Worm to the southwest on the bridge. The bridge breaks when you fight him, so you have a longer walk back to the northeast to find the Cockroach. You have to make your way through a maze filled with blue cockroaches, which take a lot of damage but are not too dangerous. The GoldFly harasses you at each major victory. At last, it stays and fights. At this point it's not too hard to beat. Just don't run out of healing items and magic!





You'll find several unpleasant creatures in the SimaFort basement besides the ones you are hunting. To increase the enjoyment of your stay, remember to use fire magic on the Arachnod and, conversely, don't bother to use it on Mimics. Remember that Mimics can turn a character into a Zombie; you'd better defeat all the monsters in the next turn or cure the affected character, or else you'll be fighting another monster! You can also take the chests, which contain a GutsBT, a HelpBL, and a Stamina.



Bring the J.Worm, G.Roach, and GoldFly up to the kitchen to allow the cook-off to begin. The contestants make their presentations before the king but, as you might expect by now, the false Jean has bribed the chefs to



proclaim his cooking the best. You try to help, but you really have a problem with this exotic food, and it looks like the contest is over!



Petape can stand no more and runs into the dungeon to blow up the castle, followed closely by the false Jean. You

must now find Petape before she does something dangerous.

Remember the WC just north of the kitchen? Go inside and press the A button in front of the arrow that points down. After the cooking contest, the WC acts as a secret elevator down. Leave from the east opening (it doesn't look like a passage) and find Petape and the false Jean.



When the false Jean turns into the Demon Kuwadora, you know you were right all along. You learn that Kuwadora is working for the St. Eva church and that this problem may be larger than the usurpation of a single throne. A vast evil conspiracy is afoot, but you'll have to look into that later. Right now you have to survive this battle!

When you fight Kuwadora he uses a special attack, Comment. Everyone who has not acted before the Comment loses their actions that turn. If any of your characters are close to going up a level, you might want to make that happen before you meet Kuwadora. When characters go up levels, their Vigor increases. You might also switch to Armor that protects you a bit less but doesn't subtract from your Vigor as much.

Congratulations on beating a trick boss. Now go free Patty the bat-winged thief from the cockroach pen in the kitchen supply room. You will need her to clear Bow's name, and the king will be happy to see Patty go—if you remember to release her.

While you are there, go up the stairs in the room to the northeast corner, which is no longer blocked by a guard. You will find the weapons room built by the false Jean containing RoyalHT,

BreathAR,
and IronSH.
Equip
yourself with
these right
away!



Pay close attention to where the impostor had Jean imprisoned, north of the cockroach pens in the kitchen supply room. Later in the game you can return to SimaFort to find Salvador the Sculptor in the cell east of the one that held Jean. Salvador will come back only during the second build cycle of your town and will place sculptures of the characters near the major buildings. Beware that models for these fine art projects are not available for quests for ten days or ten combats. Immortality has its price.

As a special reward, Jean offers to go along with the group to finish the Ranger's quest. Jean starts out weak but develops quickly into a great asset. By 15th level he gets the Warp spell, which allows you to go to any city you have visited before. This beats leaping there on a frog's back. Take Jean with you so he can build some levels fast. Now with Patty the thief in tow, bid aloha to beautiful SimaFort and head back to HomeTown to clear Bow.



Chapter 8

For Love of Money

After chasing her across two continents, at last you have Patty the bat-winged thief in custody. Turn her over to the guard in HomeTown to clear Bow's name, and all will be right with the world...or will it? You have battled several demons in your quest to find Patty, many more than Rangers normally have to fight in a lifetime. Something has gone very wrong with the world. By the end of this chapter you will find out just how big the problem has become.

New Tenants

If you haven't yet started inviting people back to Township, you will have several good opportunities on your way back to HomeTown. Each town you pass has at least one person who will want to come back with you and ply his or her trade. We recommend Wooppi the psychic, MacClean the fisherman, and Hekkeller the arms seller. You can get several other talented villagers if you choose to wait. The middle game plays differently depending on who you select for the buildings in your town. Each new villager adds different skills for

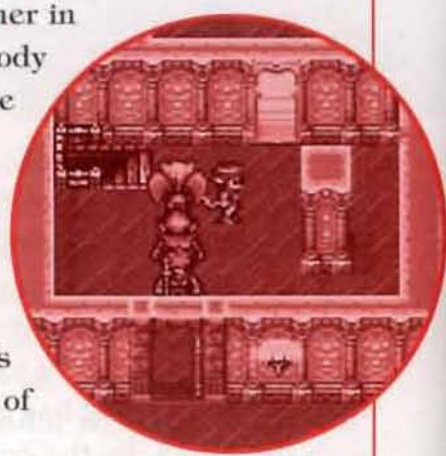




you to draw on. If you haven't done so yet, take a moment to look at the village people chart on page 164 to see where you find each villager and what special talent he or she brings to Township. Remember you have only three houses to fill, and some villagers will not work with others.

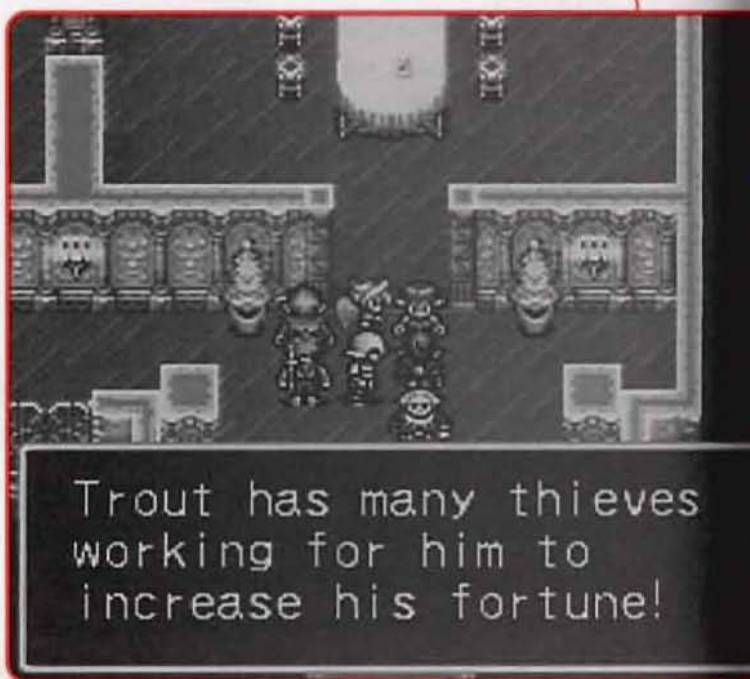


You can verify Patty's story by searching Trout's house. Even though you will not find a hidden stash of loot, you can nab an Antdt on the kitchen shelves and a cake in a chest in the small room in the northwest of the house. Unfortunately, the cellar is bare. But notice a secret door and a hidden room near the cellar stairs. Maybe Patty is right, but for now you must leave her in the guard's custody because you have no way to open the secret door. Bow might have a clue, because he was in Trout's house the night of the robbery.



Lies and Damn Lies

Head back across the ferry to Capitan, wend your way to HomeTown, and present Patty to the guard at Trout's house. Patty protests her innocence, claiming she was just taking back things that were already stolen by Trout. It is true that Patty was originally caught trying to steal a powerful magic sword from the false Jean at SimaFort. This might just be coincidence, but then again, she might be telling the truth. Patty accuses Trout of having several thieves working for him and a stash of loot hidden in the cellar.





Once the city guard declares that Bow is now in the clear, Kilgore the magician arrives to invite Bow to dinner so he can apologize to him in person. Go get Bow from Township. Bow's room is the first one on the second floor of your house. Once you have told him the good news, he rejoins your team. You must select him as part of your team before you head back to HomeTown.

Bow's solo story is beginning, so you should give him every edge you can. He has not been gaining experience like the rest of the team. Go to Granny in the Unity room east of your house and bind the Fire Shaman with Bow to boost his Offense. If you have asked an armorer back to your town, try to buy better arms and armor for Bow. If not, go to Coursair or Windia before you go back to HomeTown. You can also try to trade armor between team members or try on some of the loot from SimaFort. It pays to be prepared.

Welcome Back Bow

Put Bow in the lead and march him back to HomeTown. Before going to Kilgore's house in the northwest corner of town, catch up on sleep in your room. Once you're at Kilgore's, you'll have no opportunity to heal before combat. Then go to the bank and drop off all of your money except one coin. You won't be buying dinner, so it's OK to walk around broke tonight.

Some apology! Kilgore can't leave Trout alone. He convinces Bow to sneak back into Trout's house again to find out the truth of Patty's accusations. Bow, who has a chip on his shoulder, also suspects Trout and agrees to go.

If you have properly prepared before you left HomeTown, then Bow can do this quest alone and catch up on experience points. If you decide to bring the hero along, you will have many more encounters with Trout's Footmen, but you should be able to march through this quest, unless you get very unlucky.



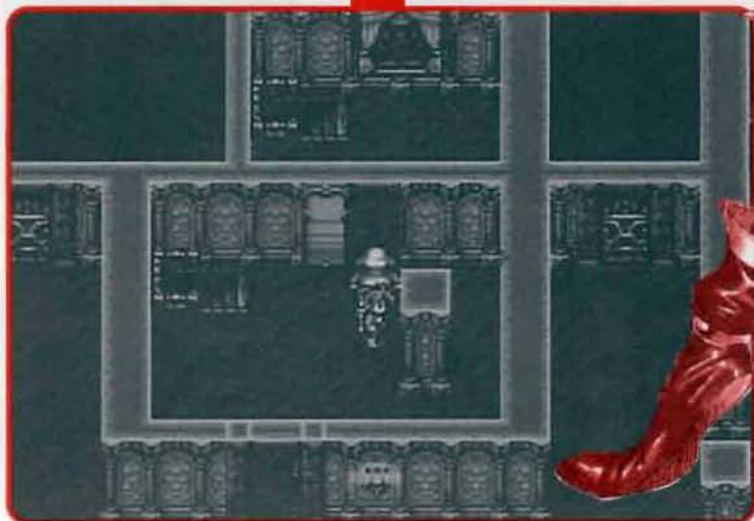
Even though everyone in town seems glad to see Bow again and always knew he was innocent, only the hero and his friends made the time to clear Bow's name. Kilgore hosts a dinner to apologize for getting Bow into such a pickle.



Little Cat Feet

Leave Kilgore's house and head east to the front door of Trout's house. You will have an encounter with a Footman at the front gate. The Footman has no magic, and if you took the SoleSD from SimaFort you are armed much better than he is. Beat the Footman quickly and move on. Remember to heal between encounters. You have already searched Trout's house before, so go directly to the secret door you noticed earlier.

The secret door still will not open, and you will have to fight several Footmen as you get close to it. To avoid unnecessary fights, go down the stairs into the empty cellar and come back out. Trout will finally come out of the secret door to investigate the sound of all his Footmen dying. This leaves the secret door open. Head north through the secret room and down the stairs.



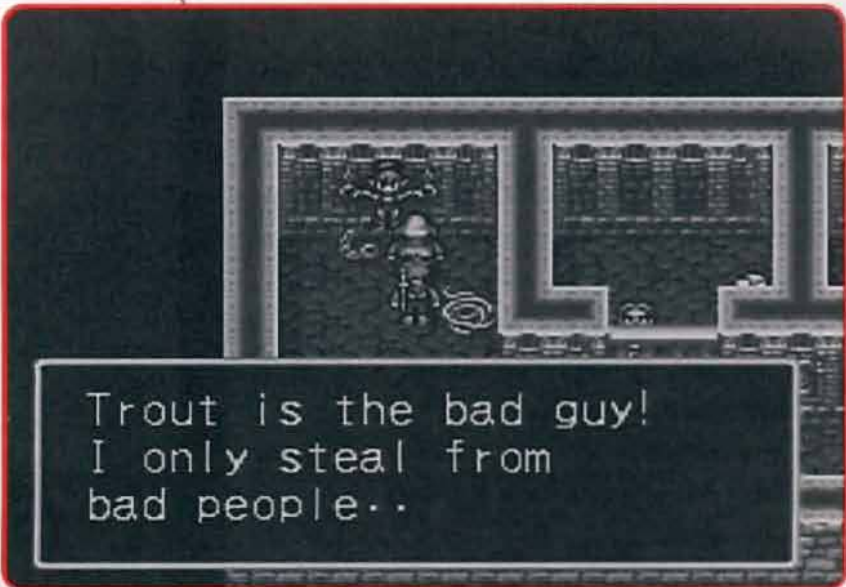


All the Usual Suspects

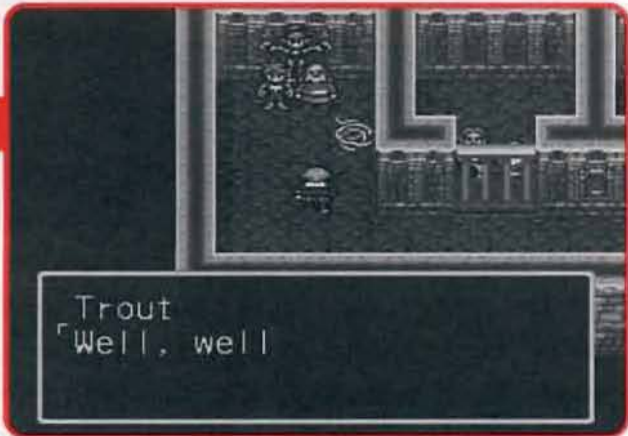
Quite a collection of people are imprisoned here in Trout's secret cellar. By talking to each of them, you meet a thief, a scholar, and a man from W.Cape, who was trapped here after trying to sell Trout a Whale Cake. There is a lesson about Whale Cakes in this somewhere, but you have no time for contemplation. You find that Patty is in chains in the northwest corner of the room. If you haven't healed the damage you took getting into Trout's house, do so now. The boss fight with Trout begins as soon as you speak with Patty.

Trout arrives as you try to free Patty, and he proceeds to set about killing you and the still chained Patty. Kilgore was right; Trout is a villain. What Kilgore never suspected is that Trout is a demon!

Trout not only casts Def-Up but has a special attack that steals coins as well as HP. Greed, thy name is Trout! Aren't you glad you put all your money in the bank before you came here? You have to do 550 HP to defeat Trout, so pace yourself. Make sure you heal periodically because a lucky shot can take you out of the fight if you neglect your healing.



Trout is the bad guy!
I only steal from
bad people..



Trout
Well, well





More Than Meets the Eye

After Trout is dispatched, you automatically return to Kilgore's to celebrate and discuss strange events in the world today. It seems your young band of Rangers has battled more than their fair share of demons. You get to watch flashbacks of all the demons you have vanquished to this point and are granted a vision of strange happenings somewhere else in the world. Having dinner with a magician can be disturbing.

On your way back into the center of HomeTown, save your game at the Church just south of Kilgore's house. This way you will be prepared for action when Silvia catches up with you in the street. It's just Bow's luck that it isn't a welcome home party for him. Considering the last party he just came from, the summons from the Elder Ranger might be safer. Unfortunately, the assignment is a little bit tougher than returning a pig to a young girl.

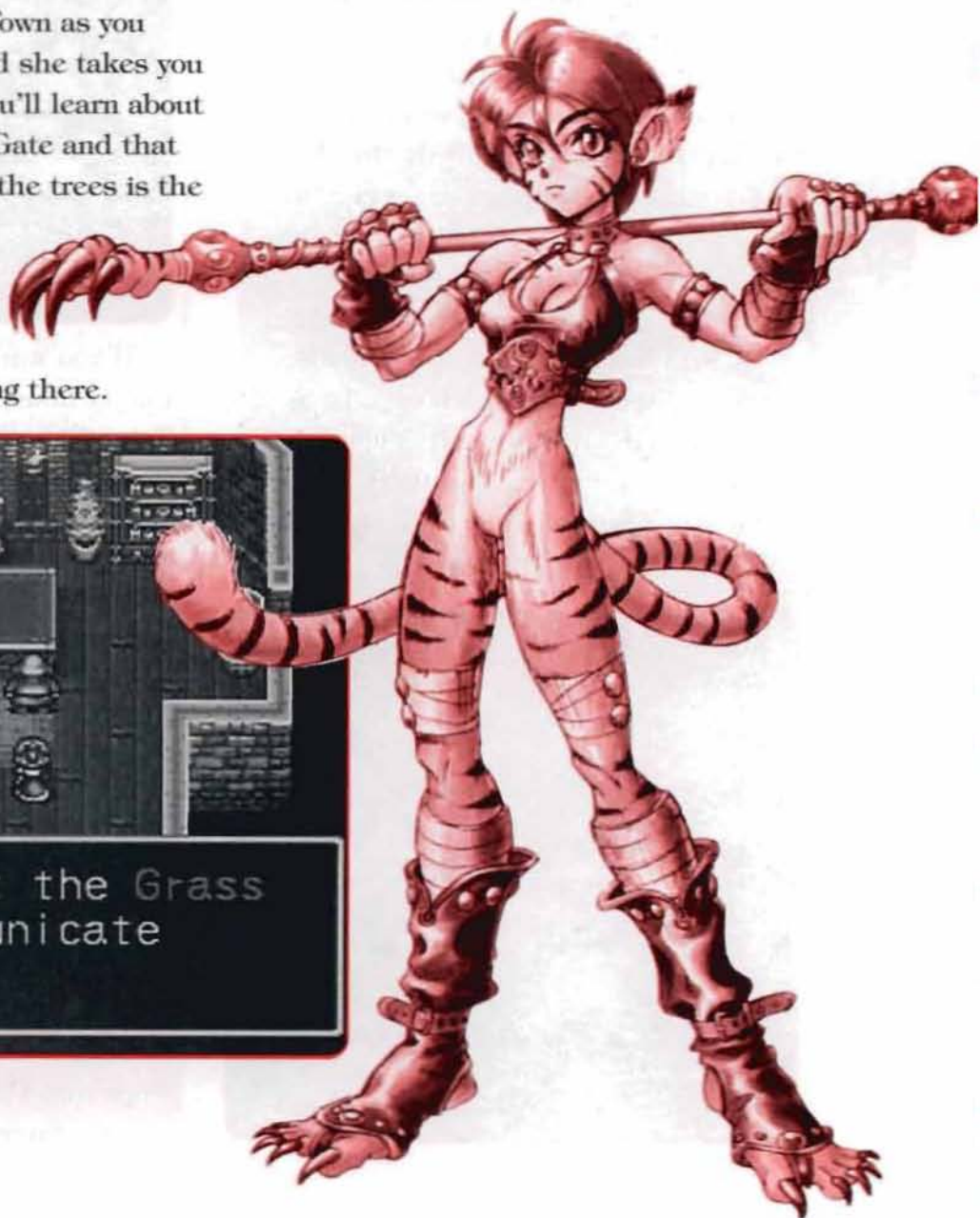


A young man's day..
The voice of a demon,
like a bad dream.....

Chapter 9

A Whale of a Tail

Sylvia finds you in HomeTown as you head toward the Inn, and she takes you to the Ranger station. You'll learn about the forest dying around Gate and that the only one who can talk to the trees is the GrassMan from the carnival. The trouble is that the carnival is on the island of Tunlan to the southwest, and you have no way of getting there.



They say that the Grass Man can communicate with trees ▾



The basic strategy applies here. Talk to everyone in HomeTown and go back to your house in Township to talk to all your teammates. Unfortunately, this doesn't yield the clues you need, but you do learn many other clues that are useful later in the game. Without your trusty strategy guide you might march around the world looking for new information to find a way to Tunlan. This would allow you to build up levels, but wouldn't necessarily get you to your destination. You need some way to travel across the water...is there anything you've heard of in your travels that might do that?

Yes, the Whale Cakes are a clue to what you need. Go to the west continent and follow the river south from SimaFort. For this adventure, Rand, Jean, and Katt are good companions. They all should build up levels. In fact, you'll need Jean for traveling across damp terrain. Put Jean in the lead and press the Y button, and you'll be able to travel south along the river.



You will find road signs leading south to W.Cape. In the hut at Whale Cape you will meet one of the people you rescued from Trout's dungeon during Bow's quest. Don't bother buying the Whale Cakes. They're just cheap tourist food with no redeeming value. Besides, you got one from Trout's house.



If you want a side trip and still have empty houses in the expansion of Township, you can pick up MacClean the fisherman, but only if Kay the doctor isn't already in residence. You'll find MacClean on the beach on the way to Whale Cape.



MacClean shows you his secret fishing spot where there is nothing but Snpr and Pilewm. This is a license to print money if you take time out to fish;



you get 1,500c for each catch. Of course, you need skill and a good fishing rod to reel them in, but it is worth the effort.

Head outside the W.Cape hut to see the tourist attraction. This certainly is a different sort of cave, isn't it? You hear voices, but you don't know how to proceed. Some close examination of the area might prove useful, especially if you stand next to things and press the A button. But not every character can lead the party here; you need a special ability to proceed.

Down the Hatch

Once you drop down the blow hole, you'll realize you are in the mouth of the slumbering Grandpa Whale. Talk to the old man you find here and find out what's going on. It seems that Grandpa Whale needs some help! Head north to begin your journey inside the whale.



You must have Katt in the lead for this mission. Only she can break down the fence around the entrance to Whale Cave. Press the Y button to bust open the gates and move in.

The first thing you pass on your trip north is the "Adam's apple" the old man referred to. You might think of this as the whale's tonsils. You'll need to have Katt hit this on the way out to wake Grandpa after you defeat the demon. Once you pass the Adam's apple, head north to the stomach and fight sea creatures all the way. Fire spells work well here, as you might imagine. It is an old-fashioned slugfest for characters in the 10 to 14 level range. Have a party!



In the big room at the beginning of the whale, collect the 100c in the west chest and the SteelAR in the east chest. Exit to the north. When the path splits, go right for a PwrFood prize; once you have that, go back to the chamber and head north. Go straight again at the next split; the left passage has nothing of interest. In the next section, there are two northern exits. Check out the left one for some really heavy armor, but continue through the right exit, and go ever northward.



Eventually, you come across some door valves that won't open automatically. Put Katt in the lead and whack the door by pressing the Y button.



The Horror, The Horror!

Soon the companions are assembled at the opening to the stomach, which has a closed valve. Make sure you heal up on the walk north through the next hallway because Munmar, the nightmare demon, is through the last door. If you have been lucky enough to get a monster to drop a D.Earing, rejoice and put it on your hero. If not, Rand will get a workout using his Wake special. This demon specializes in Horror, a powerful sleep spell. Don't bother with Hush; it rarely works on Munmar. On the other hand, a few extra LifePL's and some dragon magic will help the cause significantly.

Whale Express

Once the whale is awake, you will need the Whale Bell to call

the whale. The old man you met in the whale's mouth has it. If you head down onto the beach near W.Cape, you will find the cave where the old man lives.

The whale is now your gondola service around the world. He does a great world tour, so stop and check out all the places you've only dreamed of before. It's a good idea to circumnavigate the globe at this time, because once you've visited a coastline, it appears on the Map screen (available when you press the Select key if you're outside a town).



The Map wraps around so you can go off one edge and return from the opposite edge. If you don't explore, you may miss several islands.

Grandpa can land only on beaches, though, so you still have to walk. Towns can be rewarding (check out Guntz, south of Tunlan), but demons inhabit many of the places you can visit. Use discretion in crawling around new terrain; you could easily lose the whole party with the wrong encounter. Now, about that carnival at Tunlan...



Chapter 10

Closing Acts

As much fun as joy-riding around the world on a whale can be, Rangers do have responsibilities. Now you need to work on solving the mystery of why the forest is dying around Gate. But you'll need help to get into the forest to investigate the problem.

Grandpa Whale can't help because there is no beach near Gate.

In this chapter, you will add a new party member to your team, get a new clue about the mystery of the trees, and gain a way to pass through forests.





Beautiful Tunlan

This is a musical town, filled with beautiful people, where song fills the air. Even the waterfalls play lovely melodies. But no matter where you go, the locals won't talk to you. Still, you can do a little light shopping and meet Sumner the songwriter in the west house, Martin the adventurer hiding in the Inn, and El the mercenary guarding the treasure vault. You can invite any of them back to Township. See the village people chart on page 164 for details on their special skills.



In the Center Ring

You got here just in time. The carnival is about to feature a new act: feeding the GrassMan to a demon. You can't let that happen because the GrassMan is your best lead to finding out why the forest is dying around Gate. Feed the turtles as you go by to see how the opening act has improved, and head north to the GrassMan's cage.

The trouble with the locals is they don't understand your language. But they seem nice enough because they allow you to roam all over the castle, including the queen's bedroom where her Granny tells you that the queen is very sick. After you have fulfilled your duty for the Rangers and seen the GrassMan, you can return to help. You have done all you can do for now in Tunlan. Save your game in the church on the east side of the second tier, and head south to the carnival.



In the northwest corner of the second tent you'll see Watt the riddle master, who thinks his old jokes no longer belong at this carnival. If you do not pick up Watt now, he may not be here when you return. If you have not invited anyone who conflicts with him (Wooppi, Azusa, Macotti or the cats) and are still filling out the first three buildings of your town, ask Watt back to Township. You must answer a few riddles correctly to prove your worth. Then when you visit him in Township, Watt

will ask several more riddles, and as a reward, give you a valuable clue to a powerful ally. One of the riddles is bound to confuse you, so we'll give you answer. The riddle is "Which control has the red button?" Don't feel bad if you're completely stumped. In Japan, the buttons on the SNES game controller are different colors. But in the United States, they are all black or purple, so the riddle makes no sense in this country. The correct answer is the Y button.

On with the Show

Some people are just so self-absorbed! Regardless of your reasons, the carnival Chief will not part with the GrassMan because feeding the GrassMan to the demon is the most popular and profitable carnival attraction in months. However, if the heroes can bring enough money to secure the future of the carnival (900,000 coins!) or a more interesting animal than the GrassMan—say, an Uparupa—the carnival chief might let the GrassMan free. Time is important because the show is in a few days. The carnival chief seems familiar somehow, but you can't place him. Maybe you will remember him on the road.

Uparupa Bait

The carnival Chief is asking for way too much money (who's got 900,000 coins?) so you will have to concentrate on getting him his new attraction. You heard of the Uparupa in Chapter Four when you went to the Monster Hunter's Guild between Capitan and Windia. From talking to the Monster Hunters you remember that the Uparupa lives in caves by the sea and is wild about OwlFruit. The only place you have ever seen an OwlFruit plant was just north of the Monster Hunter's Hut. The only seaside cave you know is the SeaCave south and west of Coursair.





You have a choice: Go find the Uparupa and offer him bait, or find the bait and hope the Uparupa follows. Advantage lies on the path less taken.

What Is Expected

When you go to the Monster Hunter's Hut, you find it abandoned. And as you proceed north to see if the OwlFruit are ripe, you hear strange singing by a young woman. The "woman" is really a growth from the forehead of the demon Algernon. The demon and his two backup singers,

Danielle and Suiky, exercise special powers that make this Boss fight the most difficult yet. Danielle casts Cure2, Suiky casts

Thunder, and Algernon uses ColdBrth and a big single attack. The clincher, though, is they each have the power to come back from the



dead many times without returning to a particular place in the turn order. This makes it hard to plan when and where to use area magic to kill Danielle and Suiky. The girls take 100 HP each, and Algernon takes 1,600. You don't get much experience for the combat, but you do get five ripe OwlFruit.

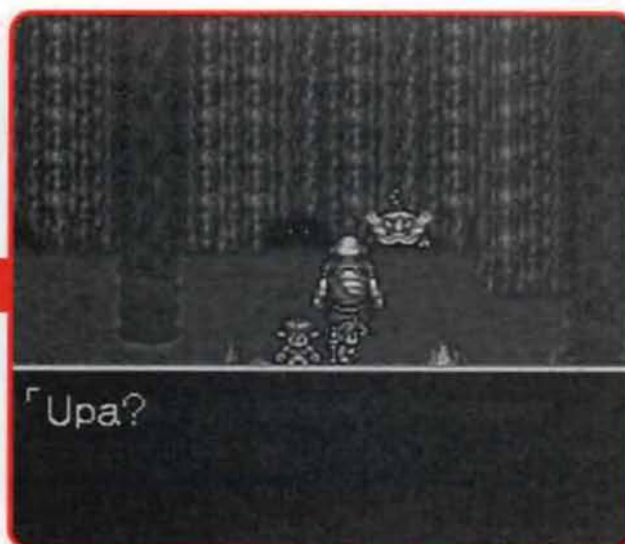
The Unexpected

If you go the SeaCave first and fight your way to the northeast passage in the cave complex, you will come to three men on the stairway leading to the lair of the Uparupa. Ignore the defeatist at the base of the stairs. Because you have this book, save yourself the 200 coins, and use this information on catching an Uparupa. Pay the man 1,000c for the single OwlFruit he has. If you are lucky, one OwlFruit is all you will need. Follow the directions below to the cave with the true Uparupa in it. Put the OwlFruit in front of the Uparupa's hiding place and step back. When the Uparupa comes out for the food, don't try to catch it right away. Wait until it swallows the food, and then catch it. Remember not to move back too far, because you must catch the Uparupa after it has eaten and before it goes back into its hole to engage it in combat. Be aware, though, that it's very difficult to do this properly with no practice and only one fruit, so you may want to go tangle with Algernon first to get five chances to succeed.





How to find an Uparupa: Go into the big cave complex north of the men on the stairs. Take the western-most stairs up two levels, and then go to the eastern-most hole with glowing eyes staring at you. This hole belongs to the one and only true Uparupa. If you don't get him with your first OwlFruit, you must fight Algernon for more OwlFruit. You'll know if you have succeeded because the real Uparupa will beg for its life when defeated.



You have a choice here: Let the Uparupa go, or capture it to bring back to the carnival. If you let the Uparupa go, it gives you a treasure box with a BusterSD inside. If you go outside the cave complex and return, the happy Uparupa has left an additional bribe of a CharmSH so you won't bother it again. It pays to be nice, but what will you do when you go back to the carnival without an Uparupa?

Bagging an Uparupa is much easier than finding one if you know the trick. The Uparupa only counter-attacks, so don't fight it hand to hand. If you're feeling tough, though, have the hero do all the attacking while the other characters either Defend or toss healing spells on the hero. Fire spells do little damage, so have Nina keep dropping ice spells on the Uparupa, and Will her AP back when she runs low. The Uparupa absorbs 800 HP before surrendering.





You will have to mix it up with Sireens, Stingers, and Arubans to get the rest of the treasure. Try Fire spells to give these ocean dwellers a hot time. Smoke will work to keep these encounters to a minimum. The other branches in the cave complex also contain an OceanRB, the QuartST, and some Gold bait, but you already have the big prize. Finish the treasure hunt if you like, or go back to Tunlan and the carnival.



Show Stopper

After you have saved your game in the Church at Tunlan, go find the carnival chief. You have neither the absurd sum of money nor the Uparupa, since you let it go and collected the treasure. This means you must answer "neither" when asked by the carnival chief which you have brought for him. This is really OK. If you actually bring the Uparupa or the 900,000 coins back, the carnival chief decides to kill you anyway.

Now you remember; this guy reminds you of Augus from Coursair—so much so you're not surprised when the greedy old cuss turns into a demon. This fellow's name is M.C.Tusk, and he looks like a woolly mammoth with a bad attitude. The Demon casts 8.0 and Cure2, has a good Slam chance and is resistant to Ice magic. But he takes extra damage from Fire magic and only has 1,200 HP. This is a long and tricky fight because the demon can take so much more punishment than you can. Any negative magic Nina can cast like Ag-Down or Def-Down will help you



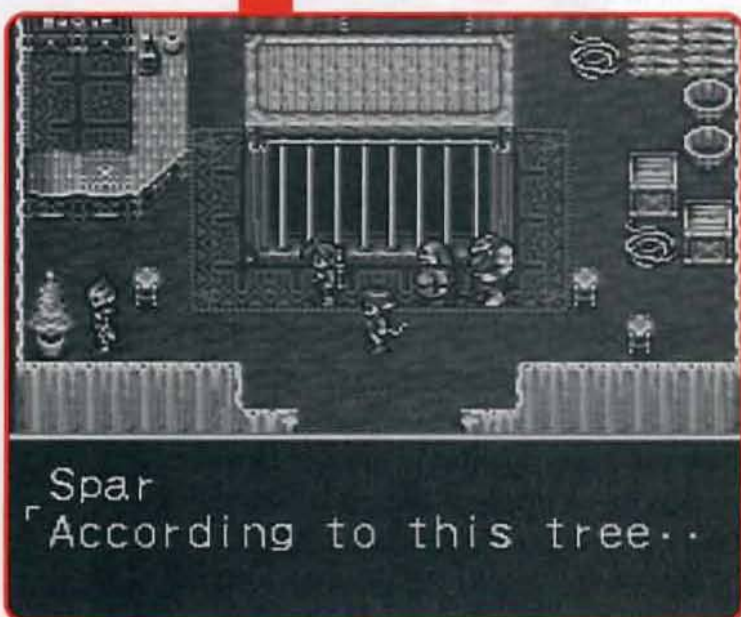


in this fight. You have to pace yourself and take time to cure members of the party, or M.C.Tusk will kill several weakened members all at once with a well-timed 8.0 spell. This is a hard position to recover from when you are three people down. Slow and steady wins the race in this fight.



Opening Doors

After you defeat M.C.Tusk and laugh at him when he's dead, the GrassMan, much to your surprise, lets himself out of his cage. Apparently, he was in no real danger because he could have left at any time. The GrassMan, whose name is Spar, was waiting for a band of great heroes. Spar quickly talks to one of the trees in the carnival tent and determines that great evil is afoot in the forest at Gate, a power too great for Spar to overcome alone. He suggests going to the Great Wise Tree in the Sea of Trees, west of Tunlan. Spar has the power to lead the party through the forest, which was previously impassable.





A Dangerous Side Trip

The best way to find out what's going on in Gate is to go there, and now that you have Spar, you can. But first, take Grandpa Whale to the beach below Capitan, and march south and east through the forest and into the cave complex.

In the cave, find the teacher Bokden, who'll make a valuable addition to your town if you have room. He returns with you to boost the AP of the characters that become his students. If you can make it all the way out to the Great Tree near Gate, you will learn an important piece of the puzzle.

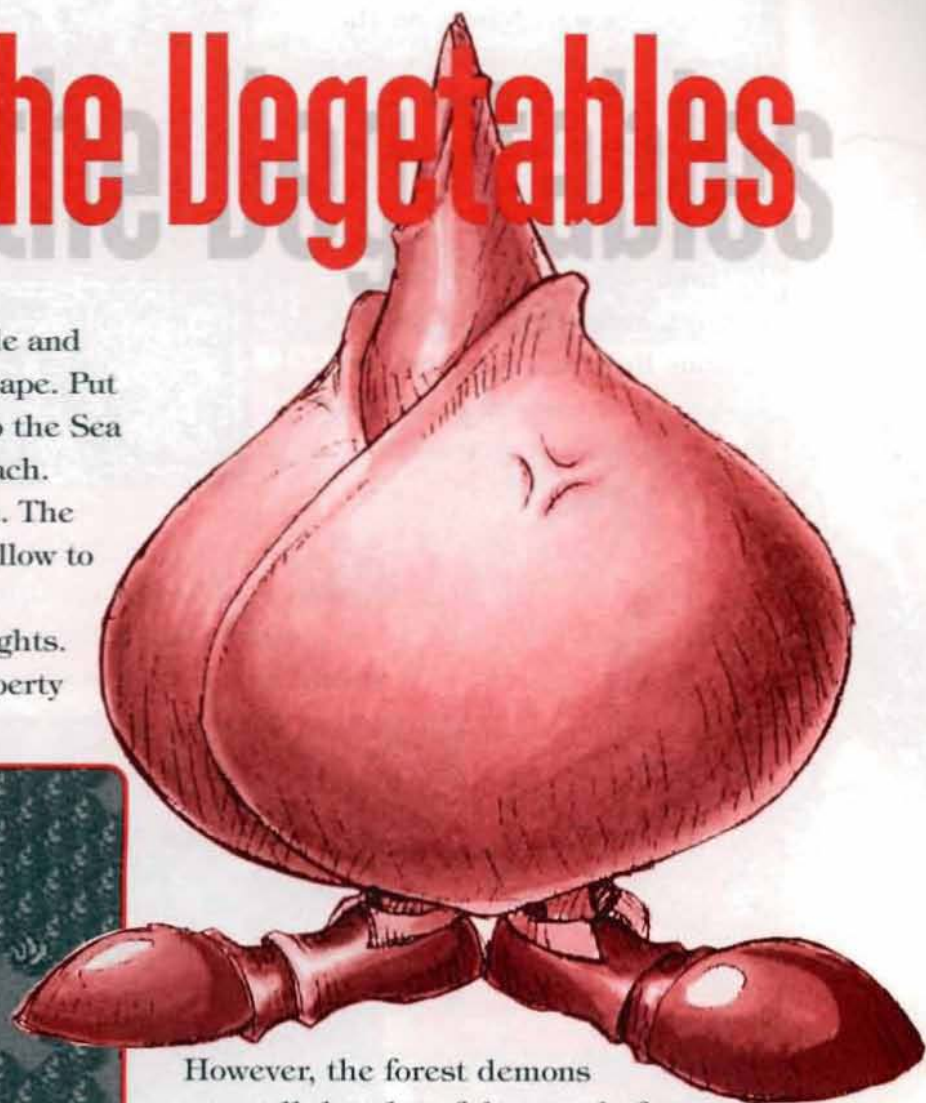
If the monsters near Gate continue to smash you, come back later. You are here much earlier than the designers intended you to be; the forest is very nasty! It's good to get in the habit of having Spar talk to every giant tree he encounters across the world map, not just the one Great Tree. Hints find their way into the darnedest places.



Chapter 11

Talk to the Vegetables

It's time to load up on the whale and head back to the beach at W.Cape. Put Spar in the lead and head into the Sea of Trees due west from the beach. Have Spar talk to the Great Tree. The Great Tree needs the Therapy Pillow to help him throw off the Memory Demon that is jumbling his thoughts. Look for the Therapy Pillow, property of the queen, at Tunlan.



The forest is a rough place. Spar must lead, but she is not as good a scout as Bow or Katt, so you will have plenty of encounters with monsters. Take extra healing and make sure everyone stays healthy. Watch out for the C.Bears when they cast At-Up. Spar's special Nature ability is extremely useful in the forest; try it out and watch what happens! It'll make short work of most demons.

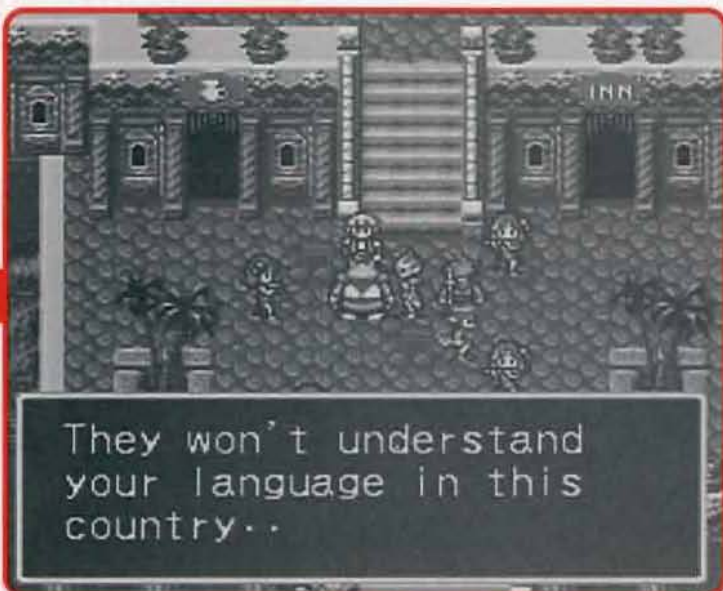
However, the forest demons can still do a lot of damage before Spar has a chance to use that power, so watch out!





Name that Tune

Head back to Tunlan to see if you can get your hands on the Therapy Pillow. Now that you've talked to the Great Tree, you'll want to talk to a man standing near the front steps. He explains the trick to speaking to the locals; all you need is a notable musical instrument. A famous flute just happens to be in a town to the southeast, and you know a local guide—Sten.



Bow will be a more useful fighter in the next several quests if you arm him with the TwinBW from the Armory at Tunlan. If you can afford it, get Bow a set of QuickCL, as well. You'll be amazed at the difference it makes in his abilities. Sten can use QuickCL as well, but he will have a chance to pick up a set for free very soon.

The HighFort Saga

From Tunlan, you must travel to HighFort via the whale to get the famous flute. You'll find that Sten must settle some problems from his past, rescue his friends, and save the Princess he loves. Before the saga is over, your actions will change HighFort forever.





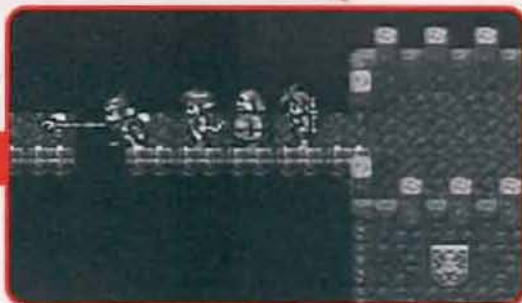
On the Road Again

It's off to the southeast to find Sten's home of HighFort. There is no nearby beach, so you will have to land at the beach on the west side of the eastern continent, and trek through the desert to get to HighFort, a difficult journey indeed. You should make this passage at night with Smoke, not to mention a full rack of spells and plenty of healing.



Once the quest in HighFort begins, you will be trapped inside until it's over. If you save your position inside HighFort, you cannot back out to build up levels. Sten should be at least 20th level to make this a close fight. After Sten rejoins the group, you'll have no access to an Item Shop, so bring a good supply of everything you will need, especially WFRUIT and healing items.

Sten must lead when you enter HighFort. The rest of the party can wander around HighFort while Sten decides how to approach his troubles. The party will find nothing of interest. Head due north until you come to the general's war planning meeting, where you will overhear state secrets and get dropped in a cell for your troubles. Politics is not your forte, it seems.





Alone Again, Naturally

Now Sten's solo quest begins. The Item Shop and the Inn open on the north wall, and the Bank opens on the west wall. Also, Sten can go downstairs into the now unguarded dungeon stairway and get the badly needed QuickCL, MothDR, and Extract. Equip Sten with these items right away!

Demons infest the mazes. Pick and choose your fights so that you have resources later in the quest. This means that you should use Sten's speed to run from combats when he can, and use fire magic against all monsters but the Basilisks.

Head north for the bridge and encounter Trubo, Sten's old war buddy. Trubo is still sore about how you left him and the princess and intends to share that with you. The first fight is just a warm up and will last three rounds. Consider staying defensive to keep your AP intact for the battle to come. Do not use your Rip special on him—Trubo's seen it before and will hurt you badly if you try it. The second fight will also last three rounds. You must beat him in that time to proceed.



What Your Money Buys You in HighFort

The Inn

Name	Cost	Effect
Rooms	10	Recover all HP and AP

The Item Shop

Name	Cost	Effect
Herb	8	+40 HP
HelpBL	50	+100 HP
WFruit	200	+20 AP, -20 HP
Antdt	12	X Poison
Vtmn	200	X Curse
TearDR	100	X Zombie
LifePL	500	+All HP and Abilities, Resurrect
Smoke	100	Decreases number of Monster encounters

You will fall to the moat at the base of HighFort with Trubo. The two of you will make a battle plan to save the Princess, leaving you to go east and him north. Trubo has saved the best way for himself, because there is a healing pool right through the north door. But if you follow Trubo all the way up, the way will be blocked, and you will have very little to do. Stay with the plan and head east across the causeway.

Shupukay reunites Sten with his team, and you must make your way through the dungeon and find the Princess.





A Maze of Twisty Little Passages

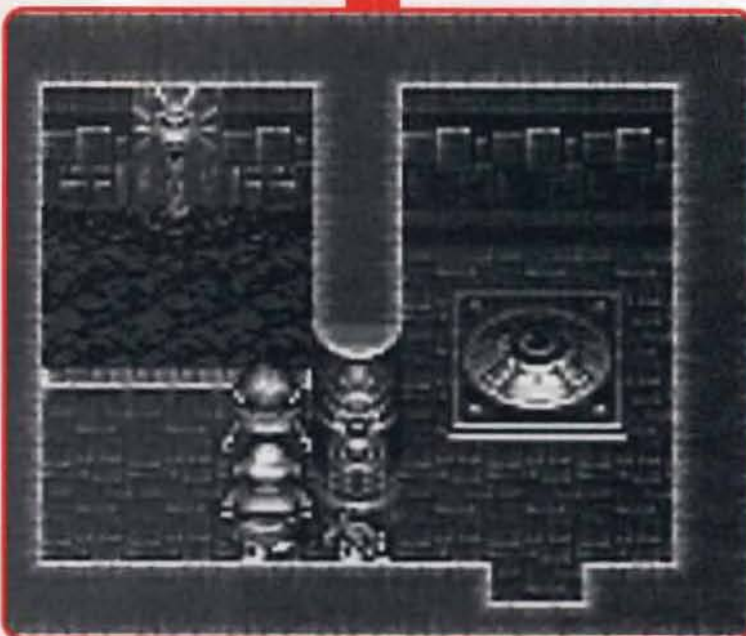
Head north until you hit the large maze level. Head to the left and follow the path around to the stairs in the middle of the maze to take you to the second level.

You will find Basilisks, which are faster than all of you and deliver two attacks a turn, so take them seriously. However, they take extra damage from ice, so you have a small edge. Most other monsters take extra damage from fire.

Climbing the stairs up, you get to the three-way teleporter. Take the northernmost one. If you are curious about the other teleporters, the pad to the left takes you back to the healing pool in the dungeon's second level. An "emergency exit" sign is affixed on the wall north of the teleporter to the right. You can see it if you press the A button. The right pad takes you outside the dungeon, but with the bridge out, the only way back is through the secret door on the east wall of the throne room. The secret door dumps you back into the holding cell to refight the entire dungeon.



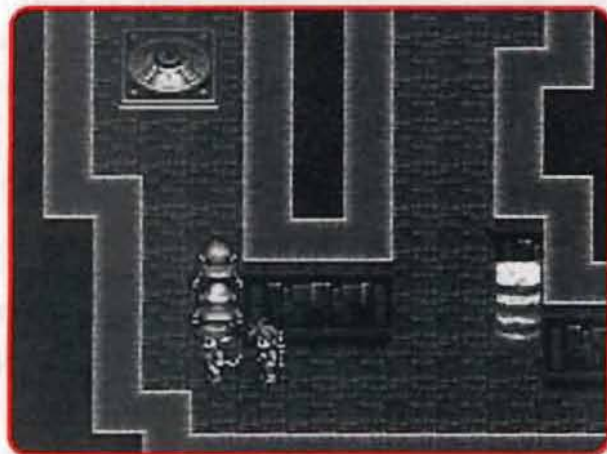
The second level of the maze begins at the stairway in the center. You must work your way around the edge to the stairway up. If you need healing or are running low on AP, you'll find a healing pool in the room to the north. The teleporter there takes you to the MoonMask, which Sten can use to increase his defense.





If you headed north, you will find Trubo and the magic Portal, which you will have to defeat before you can see what nefarious plan Shupukay has in store for the Princess. The Portal has a weakness to fire magic and can throw any of the Air spells at you.

Go through the control room and take the stairway up to the east to defeat Shupukay and save the Princess. The stairway to the west will lead you to a Tolen and a Collar. Do not take the teleporter, or you will end up in the room where Sten met Shupukay, and you will have to dive into the cell and refight the whole quest.



Shupukay is no pushover. She casts Hush, Sap, and Thunder with distressing frequency and is resistant to ice and dragon magic.



By now you should be carrying several unequipped weapons and armor. Some of these cast spells, even if they are not equipped. For example, if the FireRG is in your item list, any character can make it use its Spark spell. See the lists in the appendix to learn what most of the items do.

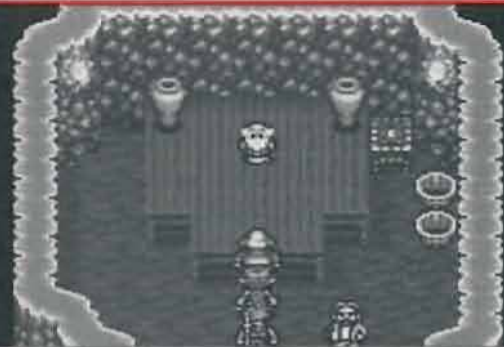
Collect the famous flute from the Princess and mourn the loss of your companion. It's a good thing Sten is such a kidder or you would never be able to leave HighFort. Once Sten gets you across the bridge, you will not be able to return during the game. That's just as well, for the story of HighFort has been told and yours is still unfolding. And it's becoming more dangerous than ever.



Chapter 12

Musical Aptitude

After your adventure in HighFort, you return with the famous flute, and now Tunlan residents can understand you. If you talk to the residents, you find out that the town is in crisis because the queen is sick. You'll need to get to the queen's sickroom to find the clue you need for the next stage of your journey.



..If you want to talk
about pretty girls,
we can talk all night.

When they mention the Diet Mage on the island of Maori, leave Tunlan, get on the whale, and bring the Diet Mage back from the Island. Press the Select key

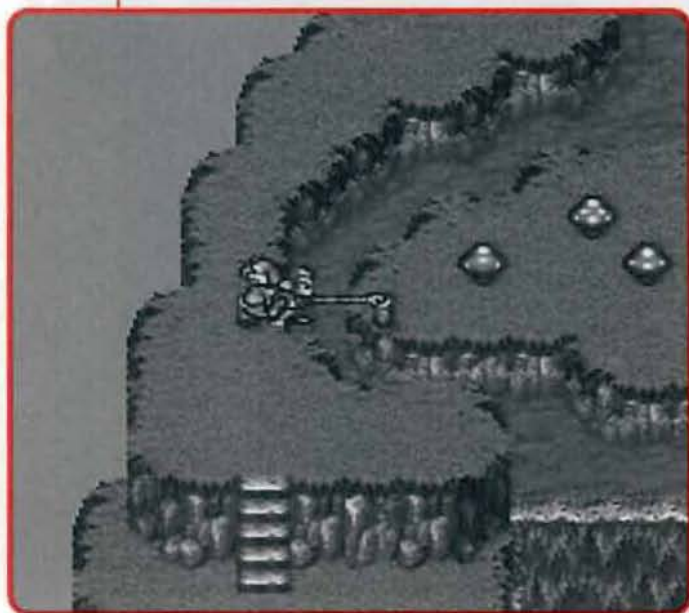


when you're outside the city to see the Map, and then take the whale to the fish-shaped island in the northeast. After fighting your way to the first cave north of the beach, you will find Gedd the Diet Mage in a smaller cave inside.



Unless one of the women leads your party, the old flirt will not talk to you. Use Katt to talk to Gedd for an amusing interlude.

Gedd agrees to join your party and see what he can do. After you hop on your whale and return to Tunlan, head to the queen's side again. When you walk in, Gedd sizes up the trouble and figures he needs your help. He sends you back to Maori Island to gather tools from his assistant. So once again you board your trusty whale and go to Maori Island, looking for Gedd's assistant. When you get back to his cave, Gedd's assistant shows you a picture of the mushroom that grows on the top of the mountain. In case you forget which one he said to take, you'll see it depicted here.



The mushroom you need is the eastern-most mushroom on the little island in the center of the mountain top. If you grab the wrong mushroom, you are teleported downstairs to the assistant's side, and you'll have to do the climb again. Remember to drink from the pool on your way out of the magician's cave; you'll be glad you did.

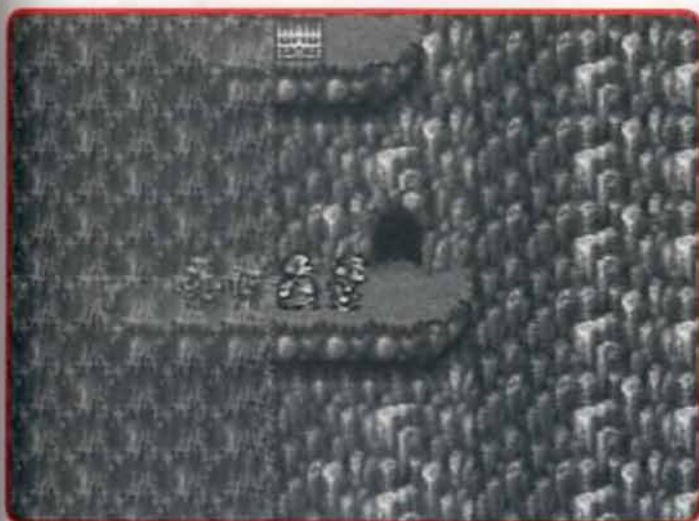
You must bring Sten along to cross the many obstacles on the mushroom mountain. Rand also makes this quest much easier because many of the monsters can put the party to sleep; use Rand's Wake ability to get your party members back in the fight!

The chests along the way are nice, and you can see them all from the screen. The interior of the mountain is a set of cave switchbacks.

You'll see a chest on a ledge and no obvious way to get to it. Go to the western edge of the ledge above it (you'll find the opening to the ledge inside the cave) and push off to ride the waterfall down to the ledge with the chest. The HushRG you find there is worth the trouble.



Once you have the right mushroom, the assistant hands you the magic mirror and sends you off to help Gedde. If you like, though, you might stick around and beat up a few monsters to raise your experience levels before you move on.



The Seven-Day Diet

Returning to Tunlan is becoming a habit, so you trek back there to find many people concerned about their queen's health. Go upstairs in the palace to the queen's side and get the briefing on the task at hand. Your reward for succeeding is the Therapy Pillow, which is held in the treasure room on the first floor. The Diet Mage inserts you magically inside the queen to rid her of the Fatty demons that infest her. As a Ranger and the Destined Child, you get all the great jobs!

The interior of the queen is divided into four different colored sections: Upper Left, Lower Left, Upper Right, and Lower Right. Deal with each one separately. Of course, there are no treasures hidden inside the queen's body; she's not *that*

big. The monsters move around as you go through the queen's body. You must wander through all areas of the queen until you have encountered and beaten all of the demons.

For the best success, put either Bow or Katt in the lead. The Fatties actively try to avoid you the more successful you are, and the skill of your trained hunters helps you run into them. Your most difficult challenges will involve fending off mobs of Pepshuns, who spit fire breath, and avoiding the giant biting leeches with an attitude.



These fights are more time consuming than tough. If you don't think you have built up enough to make a good fight or you need additional provisions, you can exit the queen at no penalty and come back later. But you must finish helping the queen before you can go on to the next part of your quest.

You can use the mirror to look at the queen. When a quarter of her body



Gedd
"Yes, yes.
That's the way.

shrinks back to a normal size you know that quarter is clear.

Remember, though, there are two levels of shrinking,

so look closely. This is important, because the demons are hard to find after you've cleared most of them from the queen.

Look at the queen's body to get a clue about where the demons are hiding.

And now the good news: Once you have cleared a section, the Fatties don't return to it. The Fatties are faster than you are and will sometimes attack once and run. Don't get caught up with the other creatures and let the Fatties escape. The Fatties should always be your primary target. It should take from four to six encounters to clear an area, and you must find them all.

After a hard day of demon bashing, go down to the treasury room to pick up the Therapy Pillow. While you are there, meet El the guard. He will go to your village, if you want him to. If you're looking for other new inhabitants for Township, swing by the second floor of the Inn to speak with the Songwriter. If you invite him back to your village, you can hear other theme music. Bid farewell to the Musical City and go back to the Great Tree for a truly mind-bending experience.



El
"I have been hired by
this castle



	HP	AP				
Cris	130	45	A	Atc.	R	Lv28
Bow	168	112	u	Guts	n	Lv26
Katt	146	14	t	SpI.		Lv28
Sten	141	26	o	Item		Lv25



What Your Money Buys You in the Musical City

The Inn

Name	Cost	Effect
Rooms	50	Recover all HP and AP

The Item Shop

Name	Cost	Effect
HelpBl	50	+100 HP
WFrut	200	+20 AP, -20 HP
CureAl	400	Cure Poison, Sleep, Curse, Zombie, Fear
LifePl	500	Resurrect + Restore all HP and Abilities
Smoke	100	Decreases number of Monster encounters
Worm	4	Bait for small fish
Shrimp	20	Bait for medium fish
Urchin	10	Bait for large fish

The Armory

Name	Cost	Effect (which characters)
MothDR	1,900	+32 Offense (Sten)
IvyWP	1,300	+30 Offense (Spar)
TwinBW	3,000	+30 Offense (Bow)
StockRP	2,400	+38 Offense (Jean)
QuickCL	1,600	+27 Defense (Sten, Bow)
BreathAR	2,500	+25 Defense (All but Rand)
CrmsnRB	950	+10 Defense (All but Rand)
CharmSH	1,350	+14 Offense

Before you enter the Great Tree, store unnecessary items in the Tunlan bank. For this stage of the adventure, this includes Vtmns, CureAl, Antdt, and any fishing gear. You will need all your room for items you can buy in the city in the Great Tree's memory.

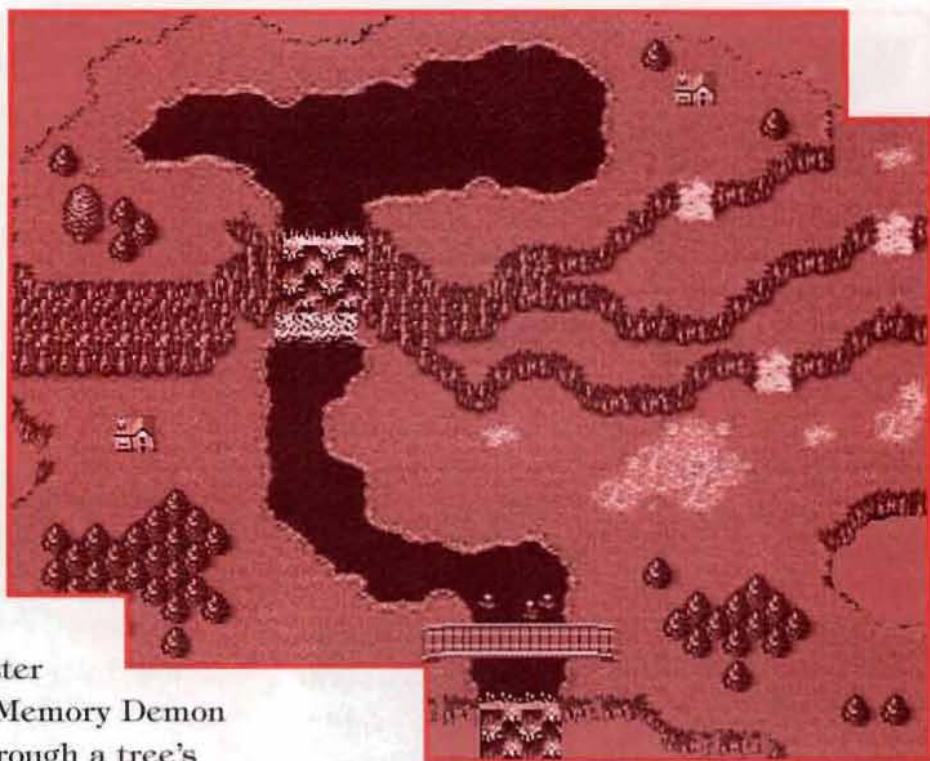
Mind Reading for Beginners

Once again, take the whale to the beach near W.Cape. Put Spar in the lead and walk through the forest to the Great Tree. This time, when Spar talks to the Great Tree, you can use the Therapy Pillow to enter the tree's mind and try to set things right.

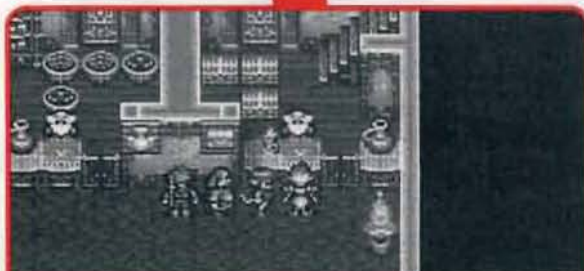




Don't worry too much about choosing the correct party at first. The Great Tree's mind contains Dragon Shrines, which can help you fine-tune your team. Spar and the hero *must* come, which leaves you two open slots. Make sure at least one good spell caster comes with you or exchange your fighters for a spell caster before you tackle the Memory Demon level boss. Walking through a tree's mind can be full of surprises.



You start in a town populated by old men where nothing works the way it should and there's nothing to find. Talk to all the old men to learn about the Dragon Clan and get some vague clues about the demons you have battled. The armory is labeled as the bank.



"I have showed you all the weapons I can think of."

What Your Money Buys You in Great Tree

The Armory

Name	Cost	Effect (which characters)
BronzeSD	250	+8 (Hero)
LongRP	1200	+26 (Hero, Jean)
DoubleWP	8000	+61 (Spar)
ChuckDR	5800	+66 (Sten)
SuedeAR	300	+6 (All but Katt, Nina, Spar)
SilverAR	5800	+40 (Hero, Bow, Sten, Jean)
RistBand	10	+1 (All)
WhiteSH	4300	+26 (Hero, Bow, Jean, Sten)



Next, head east to the town of middle-aged men. On the way, you can encounter strange combinations of any type of demon you have seen before. Be prepared for some wild fights, or put Katt or Bow in the lead to reduce the encounters. Smoke also works well here.

The middle-aged town has an Inn where you can stay free, but the other buildings do not work. You can get some information by talking to the residents, but it's all very cryptic. Well rested, it's time to head north to the town of the children.

A Young Man's World

Load up on ShaveIce and F.Spice at the working Item Shop here, and visit the bank. The banker will offer to let you out of the mind. This is how you'll get out when your quest is done. You won't get much information from talking with the kids, except from the fellow on the east edge of the path up from the first flight of stairs. Once you stop him from pacing near the pillar, he will tell you about the tower in the west. Since you came from the west, you know there is no tower there. Humor him and look for it anyway. Return to the first town, which has changed.

When you head west, you do not find the town of old men, but rather a tower of demons that holds a nasty surprise.



"When you get old, your eyesight really goes... I can see far."

The maze is challenging to navigate because you can't see your immediate area very well (the strange nearsightedness of the tree's mind, apparently). Keep your eyes on the edge of the screen in the direction you want to go, and you shouldn't bounce off the walls too often. The maze layout is pretty easy except for the perspective. The monster encounters are very challenging. For example, a Jacky is immune to personal spells, hits hard, and comes with lots of buddies. But a Jacky is also very fragile, so Jean's jab and item magic shut it down fast.

Start by talking to the first old man in the south part of the screen. Then talk to the second one in the north. He offers to take you into the tower for 100c. Turn him down and ask again. This time he'll charge 1,000c,

but this is still a bargain. Accept and he takes you to the treasure room to get the EarthAR and the AutoBW. He will also get you out again. Leave the dungeon and return. You can now get to the ladderup. Head east and speak with the old man you find there and let him guide you. You will not appear to move but you will have jumped two



Would you like to go outside the mind?
Yes No



I believe you can see it from the lake in the west



Arahumel is the Memory Demon. You must bring your best spell casters and fighters when tackling this bad boy. He makes your characters forget their spells—starting with the powerful ones they most recently acquired. This may look grim, but while the demon is dallying with your forgetfulness, he is *not* throwing 50 to 100 HP of damage a turn and can beat a team pretty badly. A good strategy is to have the mage cast Atk-Up and Def-Up on the fighters before forgetting these spells. Have the hero beat on Arahumel while everyone else uses item magic.



At this stage, you can go to the Item Shop in this town and buy F.Spice, Frizbee, and Shavelce. Exit from the tree to deposit it in the bank. To do this, use Spar to warp to HomeTown, drop off the money and goodies, march to the beach, and take the whale back to a beach near the Great Tree. It's a long trip but you can buy in bulk here.

What Your Money Buys You in Great Tree

The Item Shop

Name	Cost	Effects
HelpBl	50	+100 HP
WFruit	200	+20 AP, -20 HP
CureAl	400	Cure Poison, Sleep, Curse, Zombie, Fear
LifePl	500	Resurrect + Restore all HP and Abilities
Smoke	100	Decreases number of Monster encounters
F.Spice	100	acts as Flame Spell
ShaveIce	100	acts as Freeze Spell
Frizbee	100	acts as Thunder Spell

levels. The ladder up is still where you left it, but you will not be able to see it because of the optical effect. After you go up and arrive on the large level, work your way around clockwise to find 1000c, HeroBT, and BlindedML. Don't forget about the ladder up that you see in the west; you will lose sight of it as you move across the maze. There will be another small level and the last one with several old men. Ignore them all and travel west and then due north to face the root of the Wise Tree's trouble.

And Don't Come Back

Now that you have beaten Arahumel, the Great Tree is a fine place to make money and raise the levels of your characters. Exchange characters at a Dragon Shrine and build up here for a while. Remember to leave with plenty of F.Spice, Frizbee, and ShaveIce. Once you have been successful and left the Great Tree, you cannot go back. Make this trip count, so you will be powerful enough for the true tests ahead.

Chapter 13

Change in the Weather

Now that you've saved the Great Wise Tree and learned more about the forest at Gate, the difficult investigation begins. But the Ranger Elder warned you not to go to the gate immediately. You will learn the secret of weather control and gain the Wind Shaman in this chapter. Remember to hold your breath, and don't get weighed down with coins.

Foggy Dew

You already know that the forest dwellers in the Sea of Trees are rough customers and the number of encounters is very high. Rather than walking all the way up to Whale Beach through the forest,

try going south to the bridge.

There's supposed to be a town to the south where you can rest.





Unfortunately, the whole valley is shrouded in fog, so you cannot continue south. Speak to the villager just on the edge of the fog bank, and he will tell you that the weather patterns have been fouled up lately. He thinks there must be something wrong at SkyTower. You can't go further south now because the fog is too thick.

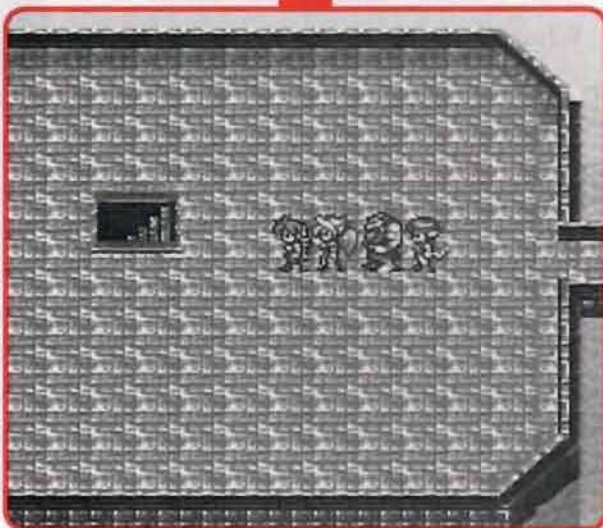
The good news about the fog is the forest creatures sense the unusual weather patterns and don't bother you much as you proceed back north to Whale Beach. Could this be another plot by demons to drive the world to destruction? Weather control might explain why the trees are dying around Gate. Perhaps a drought or unseasonable storms are killing them. Looks like the Rangers should take a trip to the SkyTower.

SkyTower, which you may have found on the world tour with Grandpa Whale, is just south of the beach near Capitan and north and east of the hut at W.Cape.



The name SkyTower is a little misleading because it's in the middle of the ocean and filled with water. It's called SkyTower because it controls all the world's weather.

Remember to stop by Township to save your game, heal your wounds, and ask advice from the other characters staying in your house. Change your party mix to include either Bow or Katt. You'll need an accomplished tracker to avoid the numerous encounters. Rand, Nina, and Katt make a very successful team.



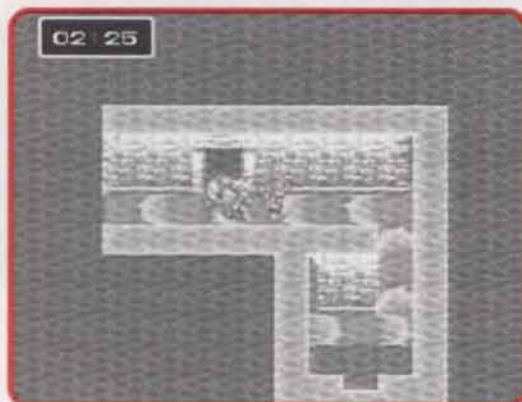


Down into the Sky

Start at the top of the tower and work your way down. Go down the stairs to the elevator operator in the center of the level. Explain the weather problem, and say “yes” when he offers to let you down. Once you descend into the water, you will have to hold your breath. The frog princess gave you gills to move freely in fresh water, but SkyTower is in the middle of the ocean, and your magic gills will not work! You can only hold your breath for three minutes at a time in this deep water.



When you get to the bottom of the tower you'll see a counter in the upper-left hand part of the screen. This is your remaining air supply. The air room shown here (head east from the bottom of the elevator, and take the first door to the north in the corridor) is where you can get a breath. Any other room that has no water in it will reset your air counter to three minutes. Each combat action takes one second off your total, so try to avoid combat if you're running low on air. If you ever run out of air, the elevator operator will pull you out and revive you. The going rate for rescuing a drowning group of Rangers is one half of all the money you're carrying. And you will want to carry money because there is an armorer



Another tricky thing about the underwater dungeon at SkyTower is the swift current. Learn to use it to move quickly toward locations with air, and plan to lose time when walking against it. Remember that you will encounter creatures frequently, which also will slow you down.

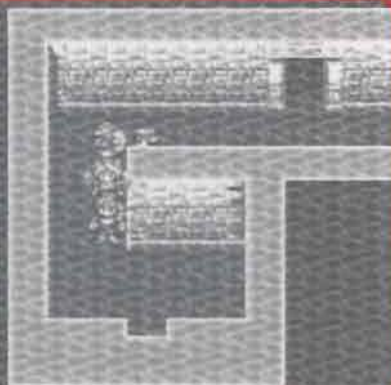


The sea creatures use special tactics. The Needle acts in a support role to the other monsters, casting Shield and Def-UpX. Kill the Needle first, or you will fight his pals with much higher defenses. Amonica are tough and cast Freeze and Cold. Don't let Darious Build up or put your lead fighter on defense, or he will pound you with a mighty hit. Darious also tosses in the occasional 8.0 for good measure. All the fish take extra damage from Air magic, and not Fire as you might guess.

Feed the Fish

Take a quick trip out the west passage of the air room and head south. Ignore the north passage for now because you won't have enough air to go both places. You come to another room to the south that contains a chest with 1,000c. Now head back the way you came until you have gulped more air and reset the clock.

02:49



02:52

Cris obtains GutsBL

To get the big prize of the dungeon, return west from the air room and explore the north passage you missed the first time. Run up the stairs and arrive in another room with air. Take a deep breath and leave the room by the south exit, and follow the winding corridor around to the east and north. Grab the GutsBL in the chest as you pass. Travel north and up the stairs to yet another room with air. Heal everyone back to full HP and AP if you can.

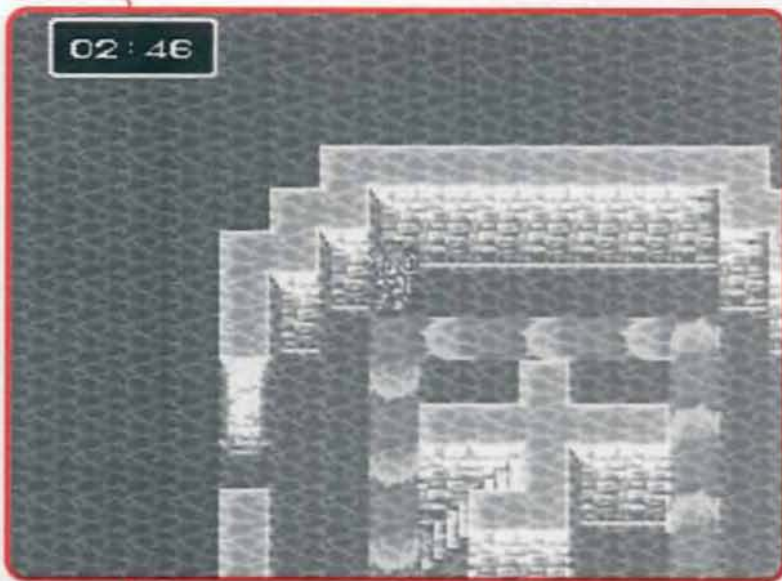




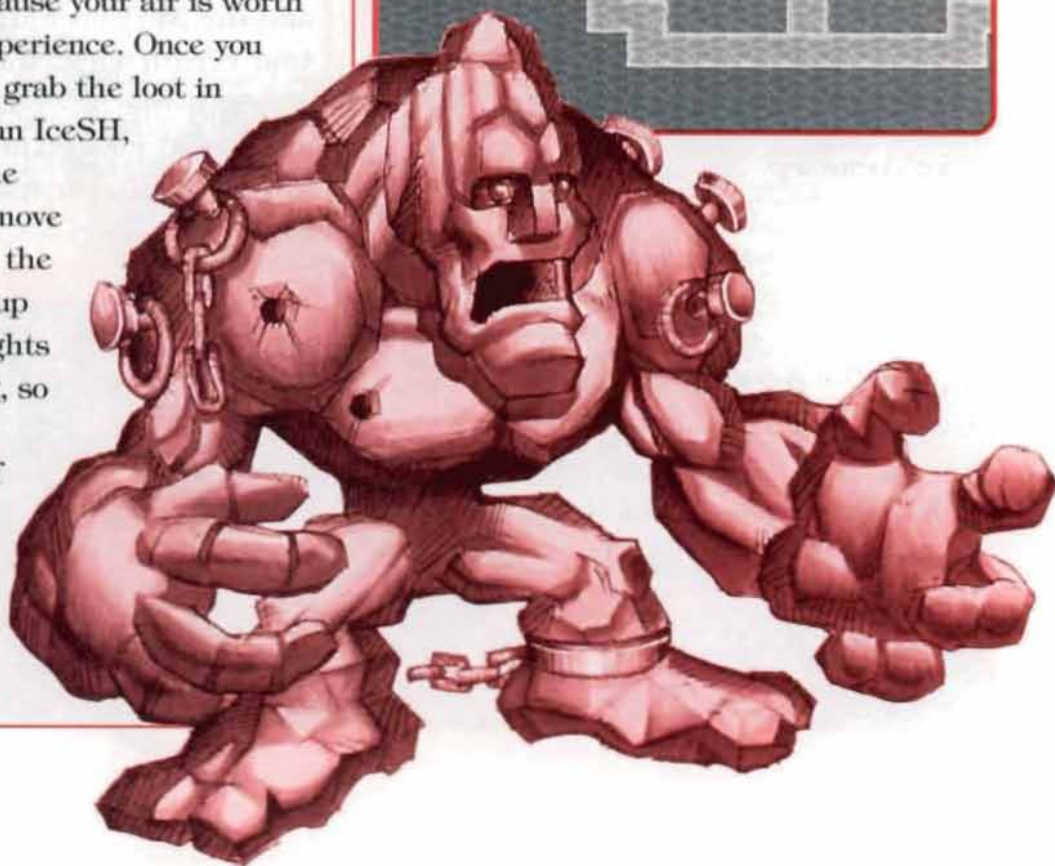
Quickly head north and east to the room with fast cross-currents spinning counter-clockwise. Get into the flow of the current, and let it pull you around to the stairs up on the west side of the pillar. Ignore the passage leading off to the west, where scary monsters eat the unwary. You may need some practice to get the hang of moving and turning against the currents. Don't panic! If you run out of air as you try to turn against the current, head back to the air room to recharge, and then return to try again.

You'll probably have to fight several monsters here, even with Bow or Katt in the lead. If you ever get a lead-off attack, just run away because your air is worth more than the experience. Once you are up the stairs, grab the loot in the chests. Find an IceSH, FrozenAR, and the NorthDR as you move clockwise around the room. Now head up the stairs. The fights here can run long, so grab the treasure on your way out if you must. You are getting close to the cause of the weather problem.

02 : 46



01 : 13





Some Demon!

Keep climbing the stairs. Gasping for air, you eventually enter the weather room and find Spoo the Wind Shaman. That's all right; you made it. The scene starts like a level boss fight, but really Spoo was just misunderstood. The Wind Shaman will fix the fog problems and meet Granny in Township, providing you with yet another source of transformations. You caught the big prize, but you still have a whole dungeon to loot. Heal up and run back to the air room near the elevator.



What Your Money Buys You at SkyTower

The Armory

Name	Cost	Effect
IceBW	9,800	+70 Offense (Bow)
ThndrRP	8,400	+65 Offense (Jean)
EarthAR	6,100	+44 Defense (Hero, Jean)
SokletAR	3,600	+16 Defense (All but Rand)
		+5 wisdom
GuardSH	5,300	+26 Defense (All)

The Rest of the Story

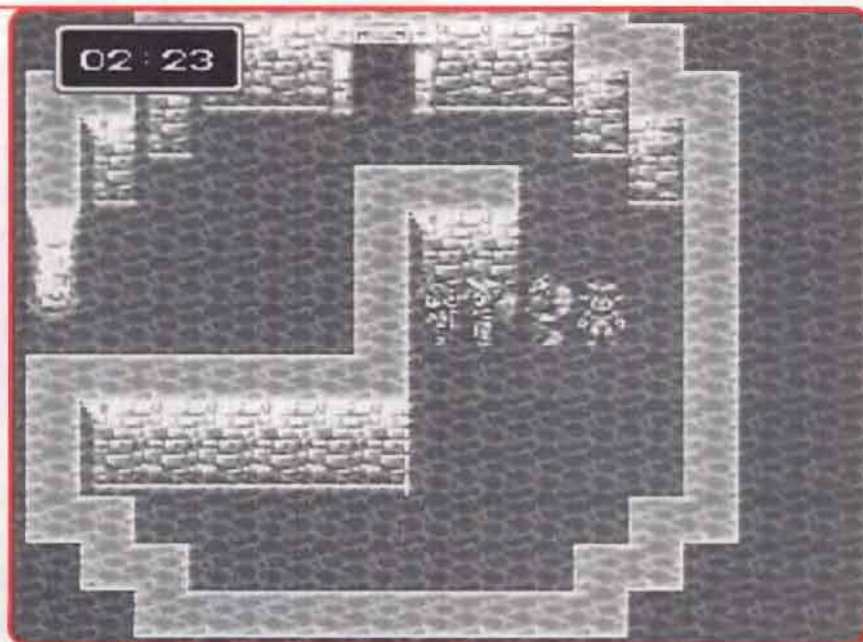
Head out the east door and buck the current to the open door on the north. Here you get a treat and find both air and the SkyTower armorer. Catch your breath while you linger over his wares. If you can't afford his equipment now, come back when you are done with the quest. This fellow is always open.



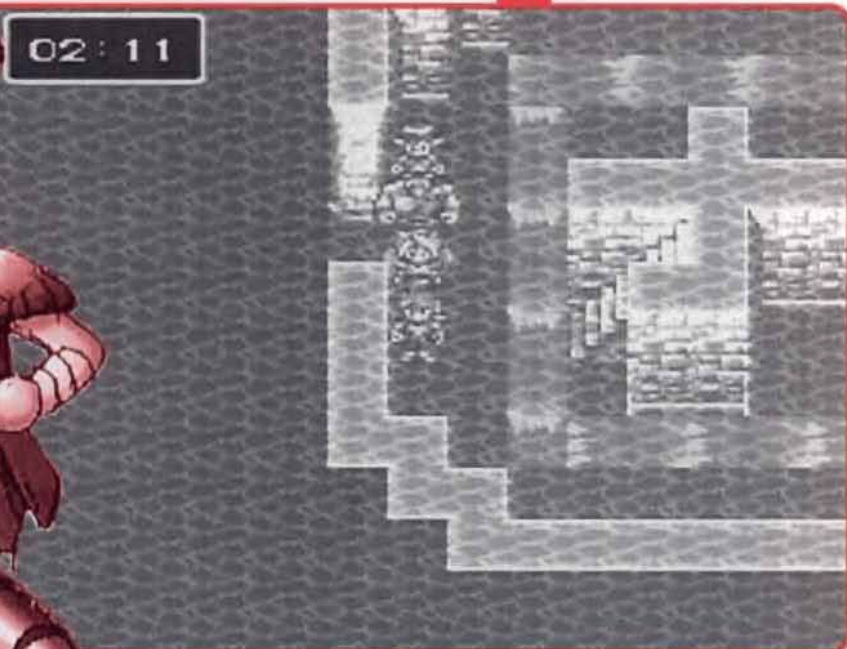


Leave the armorer and push against the current south into the new room. Avoid the eastern path because there's nothing there but monsters. Bear west and move quickly down the corridor. You'll meet a man who tells you there is no air here. Ignore him and move down the stairs.

Visibility is impossible in the fog storage area, so you'll have to feel your way through. Ignore the room to the north; it's there to sucker you into encounters and waste your air. Walk around the wall from the stairway and head east.



Buck the swift current and enter another room filled with fog. Ignore other choices and head north. You'll be thankful for all these swift currents on your way out. Once out of the fog, you will have to fight against the current again to get to the room to the north.





Pick up the GoblinAR there. Leaving the room, the current smashes you back against the far wall, but perseverance will pay off if you fight the current all the way to its source. The current is coming from a chest with a SpiritRB in it. If you're low on air, you may want to head back to the armorer and fill up, and then return. Don't feel bad if it takes you a couple of tries to get the SpiritRB; the time you take depends on both your skill and luck.

Just Float Along

A quick glance at your air timer and you know you should leave. But don't run; you'll only use up your air. Let the current (the one you've been pushing against all the way in here) carry you back near the second fog room. You

travel faster and have fewer encounters when you float with the current. Use it to your advantage to get back to the air room. If you don't think you'll make it back to the main air room (it takes almost 5 seconds to clear the east hall and enter the air room from the west side), jump into the armorer's room. Face the north wall, and hit the A button as you race by. The armorer will not be offended if you don't inspect his wares. He probably gets this a lot. Take a deep breath, and do a little shopping. Your pockets are probably weighed down with coins by now, anyway.

Isn't it nice to know that demons don't cause every disaster? Occasionally, Rangers run across human (well, Shaman) error. And just think, the Wind Shaman is now working for you. Better see that she doesn't get bored!



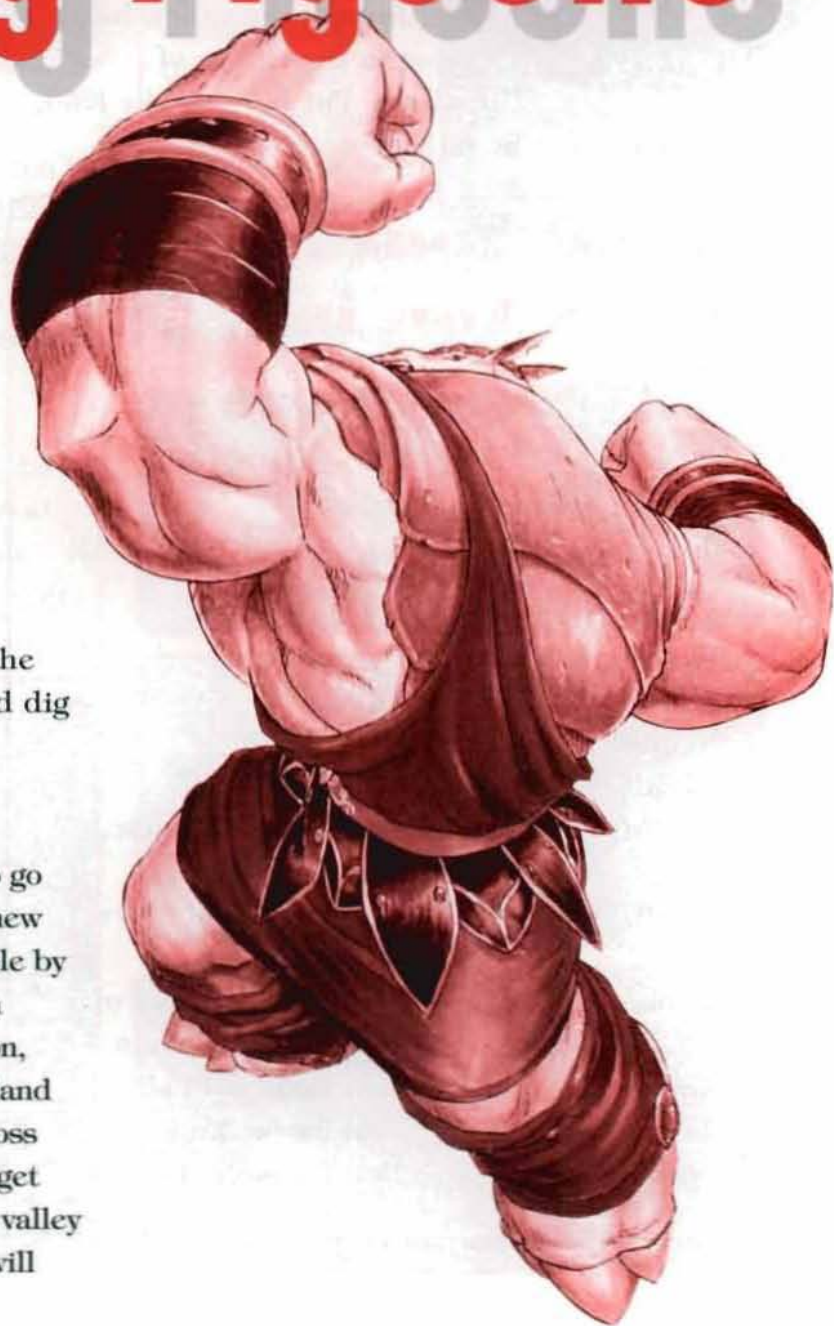
Chapter 14

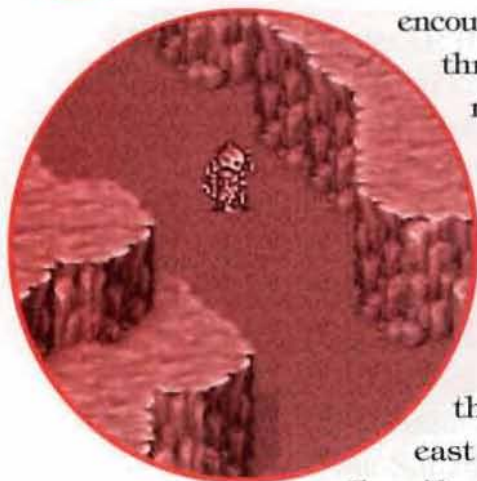
Homing Pigeons

You're relieved the demons did not cause the fog in Fog Valley. As a bonus, you now have Spoo the Wind Shaman helping you in your quest. Congratulations on getting this far. Now take a break and allow poor homesick Rand to visit his mother in FarmTown. Before you are done, you will plow a field, challenge a Paladin of St. Eva, investigate a kidnapping, and earn the mark of the Great Bird. Roll up your sleeves, and dig into this new chapter.

A Farm Boy's Homecoming

Before you head on, you may want to go back to Township and try out some new character combinations made possible by the addition of Spoo to your Shaman collection. When you're ready to go on, take the Whale from SkyTower and land at W.Cape. Head west and south across the bridge (with Spar in the lead to get through the forest) and through the valley that was once shrouded in fog. You will





encounter B.Ogres as you go through the valley. They resist Fire but take extra damage from Ice spells. Their FireBrth can come as a nasty surprise. You can kill them quickly with a Death spell.

After fighting your way through the valley, head east to the village of FarmTown. Put Rand in the lead, and make sure he talks to everyone in town.

What Your Money Buys You in FarmTown

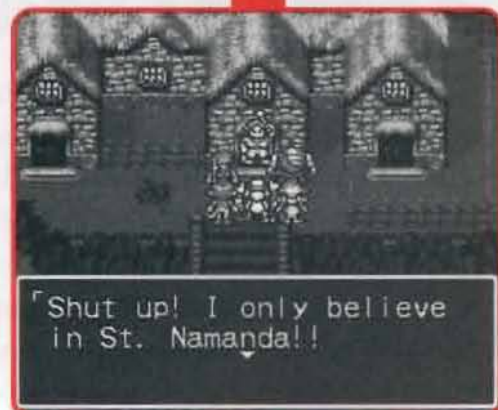
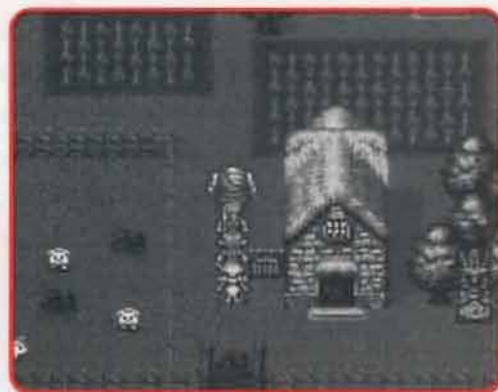
The Inn

Name	Cost	Effect
Rooms	50	Recover all HP and AP, resurrect all

The Item Shop

Name	Cost	Effect
HelpBL	50	+100 HP
Wfruit	200	+20 AP, -20 HP
CureAL	400	Cures Poison, Curse, Zombie
LifePL	500	+All HP and abilities, resurrect
Smoke	100	Decreases number of monster encounters
Worm	4	Bait for small fish
Shrimp	20	Bait for medium fish
Urchin	10	Bait for large fish

There is no armory in FarmTown



The residents are glad to see Rand, and they tell him that representatives of St. Eva have been bothering his mother, Daisy. The church wants to build a chapel on Daisy's land. Daisy is a devout believer in Namanda, the harvest god, and wants nothing to do with this pushy new religion.

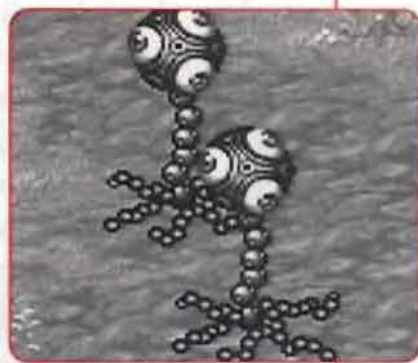
You would think Daisy would be glad to see Rand and his friends. However, Daisy is not happy to see anyone today. She puts Rand and his friends to work with barely a night's rest. It's time to plow the field.



Stumped

The stumps, bushes, and stones don't fight back, so you will have to inflict great damage to clear the field. The last stone, however, is really an S.Golem that takes 800 HP to defeat and can cast several 120 HP FireBalls. It also strikes for an average of 100 HP. He will go on the defensive and not attack if you do at least 100 HP in a round. You must keep the pressure on the S.Golem, or it will overwhelm you.

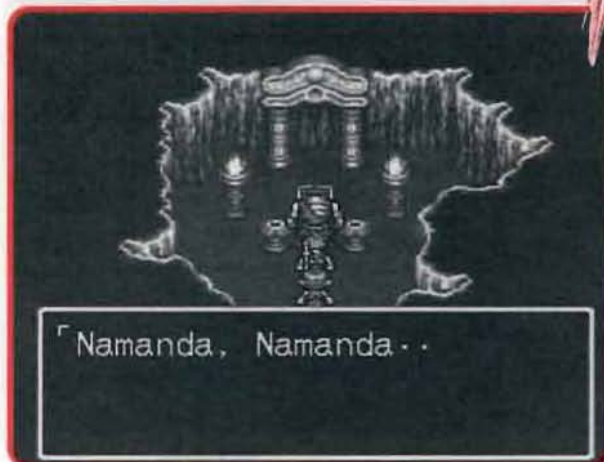
At last, Daisy is pleased with Rand for all his hard work. His reward is to go to the shrine of Namanda in the west and pray for good crops. Rest before you leave FarmTown, and make sure you are carrying at least 2,000 coins before you leave. If you are short of cash, you can beat it out of demons along the way, but make sure you have every penny in your pockets when you arrive at the cave that houses the temple of Namanda.





Power Praying

Enter the log cabin inside the cave, and remember to take the Tolen from the bookcase. Leave the log cabin, and head up the stairs to the passage north. Dispatch the monsters attacking the priest. The cave you pass to the northwest contains bell ringers, who appear to be one ringer short. If Rand can match the music you hear, the Earth Shaman will show up later in the game on Daisy's plowed field in FarmTown. This is the hard way to attract the Earth Shaman.



To attract the Earth Shaman more easily, ignore the bell ringing and go to the northernmost cave. Here is the shrine to Namanda. Donate 100c at least 20 times, and the



Earth Shaman will go to Daisy's field after the defeat of the Grand Church on Evarai Island. Pay the money and remember to return to FarmTown later in the game to meet the Earth Shaman, so she will work for your cause.

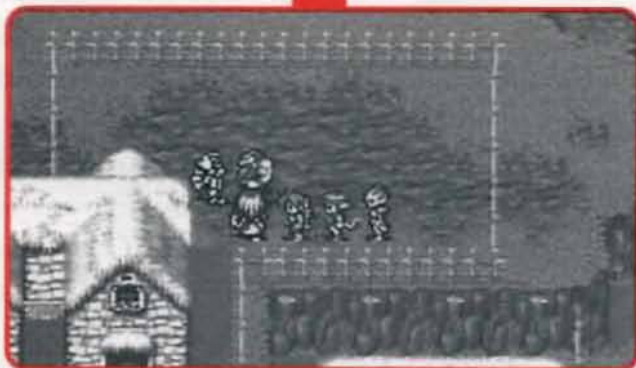
Nobody Home

When you all return to FarmTown, heal and rest at the Inn as soon as you enter. When you return to the plowed field, Rand finds a Paladin of St. Eva waiting there. The Paladin waves a letter from Daisy that gives the church the right to build a chapel. He says Daisy has seen the light and gone to the Grand Church. Rand does not believe his mother has converted, and he suspects foul play. Then Rand's solo fight begins. This will be tough for Rand if he's not at least Level 20. If you haven't built Rand up to this level yet, do so before this fight.

The Paladin will use defensive spells first, such as Shield, and then will hit for 90 HP of damage. Get your magic hits in early, and then try to heal every other turn, so you are not taken out of the fight. You will stay ahead of the damage the Paladin inflicts when you use HelpBL, but to win, you must take a few lumps and hit the Paladin several times.

After the battle, your old friend Ray returns to straighten out any misunderstandings. Rand is just too upset to be placated, so Ray takes the Paladin and withdraws to settle this question another day.

Rand knows his mother is in danger and wants to help her right away. He asks around, but no one knows how to get to the island of Evarai. The island has no beaches, so Grandpa Whale cannot take you there. You need wings to get there. Now where could you get a set of wings?





Bird City

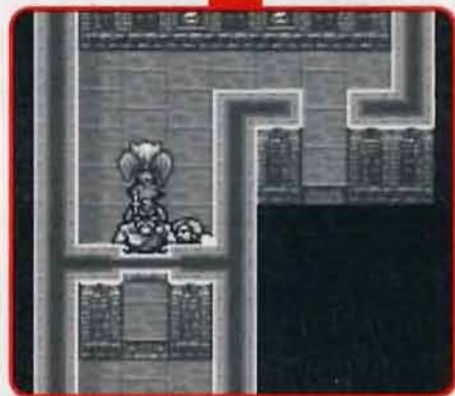
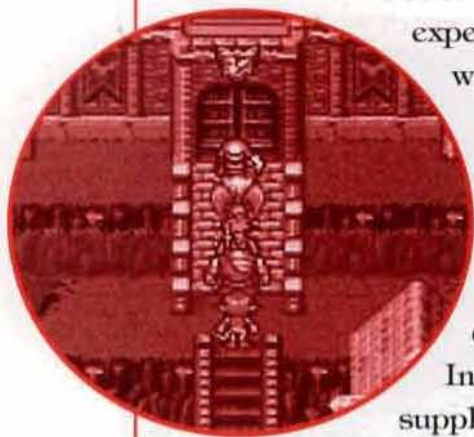
It's Nina's turn to take center stage. The people of Windia have wings and are rumored to have once had the power of the Great Bird. (This legendary power enables a group of people to fly when one person turns into the Great Bird.) Nina is a member of the blood royal even though she was cast out because of a dark prophecy. If Nina can win the Mark of the Wing, she can take on the power of the Great Bird, at a dear price. But with Rand's mother in danger, she has little time for reflection. It's north to Windia as fast as lightning.

Get to Windia by your most expedient route. Grandpa Whale will take you if you can get to W.Cape beach. Use the Warp spell, if one of your heroes has it. Jean's hopping frog is the fastest way to travel over land if you have no other options. Rest at the Inn in Windia, acquire a supply of W.Fruit, and save your game at the Dragon Shrine. Head north

to the main gate of the castle. You can no longer get into the side gate at the east end of the castle where you returned Mina several chapters ago.

Nina must be in the lead of the party for the gate guard to let you in. Queen Hina will greet you at the gate and invite you in. The queen at last explains the prophecy and Nina's exile. Nina's parents sent her away to protect her. The queen is glad that Nina has returned because the king is very sick. The reunion scene is touching.

Before you visit the king, go north across the courtyard and go through the northwest doors. If there is room for him in Township, Yozo the Dojo master will be here. (See the village people list on page 164). He will go back to Township only if Nina asks him, and once there, Yozo will raise the AP of the character he trains as a student. He is shy, though, so you will have to ask him several times to train you.





Return to the courtyard, and go through the northeast door. Pick up a Tolen and a HelpBL from the shelves in the kitchen. If you follow the stairway up from the back of the kitchen, you will find the spooky watchtower but gain nothing new. Instead, march south across the courtyard, and go back to the main entry hall again, noting the guarded Treasure Room. Go up the stairs in the main entry hall. None of the rooms to the west are worth searching, so head east to find the closed gate to the ceremonial tower in the south and a stairway up to the king's room. You will find the king is in terrible shape, and you are sure he will have no use for the MoonDrop in his dresser drawers.

A flashback and a dramatic reunion scene between Nina and her father explain more about Nina's childhood. Once again, you will see a messenger of St. Eva try to expand the religion. The messenger takes it poorly when the king refuses to trade his people's religious freedom for his own health.



Something is very wrong about this Church. Can it be connected to the demons you have been fighting? Could the Church of St. Eva be a front for a demonic presence? And what of the dying forest around Gate and Daisy's kidnapping? How could all these things tie together with the demon from our hero's youth? What lies ahead for the Destined Child and his companions?

The fate of the world may be at stake. Nina therefore decides to open the ceremonial gate, so she can sacrifice her humanity and win the Mark of the Wing to become the Great Bird. With the powers of the Great Bird, Nina can fly the team to the Grand Church on Evarai.



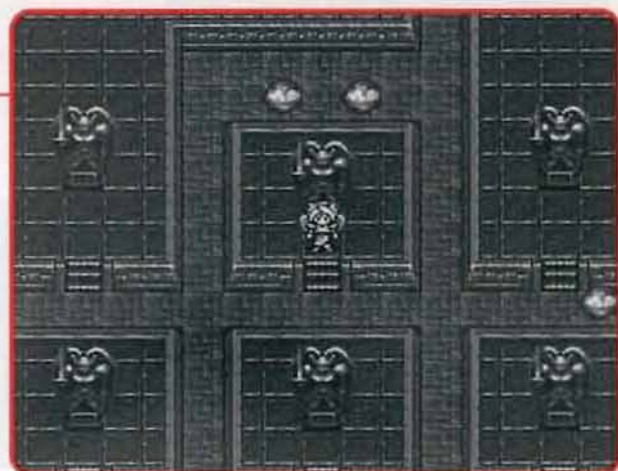


Go down the stairs into the main entry hall and through the gated door on the northeast wall. The gate is open, and you can now go down into the dungeon. Follow the hall until you come to the path over the lake and ending in a statue on a pedestal. Restore all of Nina's AP using Wfruit or WiseBL, and then heal her completely. Approach the statue, and Nina will be asked if she is ready to undergo the test. When you answer yes, she will vanish from the group and appear in a room of statues.



Nina appears on a platform in the center of the room. She must move quickly west by one platform and then head north and east. The Guardian that must be defeated is behind the door to the north. While changing platforms, avoid the floating stones, which will kill Nina if they catch her. Flee from the monsters because they will be faster than Nina, but make sure she is fully healed before she goes through the door to meet the Guardian. If you want the treasure chests here, you'll have to fight the monsters to

Nina must fight the Guardian to prove her determination and spirit to save the world. Nina has an edge because the Guardian takes extra damage from air spells and only has 200HP. Remember that Nina is not able to take a great deal of punishment. If the Guardian comes out swinging rather than casting spells, the fight can be depressingly short.



get them. Do this after you fight with the guardian. The northeast chest contains a WindRG; the northwest chest contains a WindRB.



Nina obtains the Mark of the Wing by defeating the Guardian. In addition, she learns the Guardian is her ancestor. The Guardian reveals the secret of how the Windia tribe lost the power of flight. Nina should leave the way she came and return to the statue at the center of the room. She will automatically rejoin her friends, and the team can fight their way out the dungeon together. Go up to the king's room to give him the good news about Nina.

While You Lay Sleeping

While everyone sleeps, Mina sneaks in and steals the Mark of the Wing. Mina recognizes that she is not as strong as her sister and therefore should sacrifice herself to become the

Great Bird, so Nina

might have a chance to save the world.

Nina must climb the ceremonial tower, only to find she is too late to save her sister. The party

automatically

assembles in the great hall, and you get

your first ride on the Great Bird.

Return to the castle and make a run by the treasure room to pick up a MoonDrop, Van.Ext, and SilverHT. The King's health has worsened, so the strength of the demons' hold on this world must be broken soon. Time is running out!

A Wing and a Prayer

Save your game at the Dragon Shrine in Windia, and then leave the city with Nina in the lead. Press the Y button, and you can now get on the back of the Great Bird and fly anywhere in the world.





Evarai is on an island south of Windia. If you haven't yet filled out the map, press the Select button to look at the world map. Empty spaces on the main continents are easy to spot. You can find at least two hidden islands. The directions to the fun one are in the note at the end of the chapter.

Take the Great Tree world tour before you go to Evarai. Fly around the world, and have Spar talk to all the Great Trees on the map. Each will have a clue for you. The Tree on Guntz will tell you about the mechanic Eichichi. Go back to Township, climb down your well, and look around. This looks distressingly like the machine you saw in HighFort. What does it do? You'll need a specialist to help you find out. While you are in town, have Granny bind the Wind Shaman to one of your heroes. (See Shaman success chart on page 190)

Now fly back to Guntz, and go behind the back of the eastern-most bookcase in the northern-most building. You will find a hidden passage to Eichichi's lab.

Because you have an interesting problem for her to work on, she will talk to you and invite herself back to your town. She's important to the outcome of the story, but there are very few clues on how to find her.

Now you can go off to Evarai to confront the Grand Church, or you can explore on bird back and battle monsters to improve your level.



There is a girl called Eichichi who researches

If the monster encounters are getting too easy, go to **Monster Island**. Here the **Sludges** throw 8.0 and if you're unlucky, you may run into **King of the Gongheads**, who is immune to magic. These monsters are big and mean. You can get to them with **Grandpa Whale**, but the designers hid this island for a reason. You'll reap valuable experience and riches, if you can live through the combats. This island is the level express but bring plenty of healing. You will also meet **Bo** and **Karn** from the first *Breath of Fire*. To find this uncharted island, fly a little east of the **Monster**

Hunters hut and then north until you see an island with a hut and a beach on it. Don't say we didn't warn you.



Chapter 15

Looking for Trouble

With the kidnapping of Daisy, too many unusual events to ignore are connected with the Great Church at Evarai. With the power of the Great Bird at your command, you can finally go see the Grand Church for yourself. In this chapter, you will discover a resistance movement dedicated to the defeat of St. Eva and you will prove yourself craftier than the King of Thieves.

Send by Air

The Great Bird really speeds travel around the map. As lovable as ol' Grandpa Whale is, flying is the only way to go. You can now go south from Windia and hit the island of Evarai. The Grand Church is on the north hill, but before you pay your respects, you should look your best. Evarai has an Inn not connected with the town, perhaps to keep guests at a distance. No matter, the cost is only 10c to stay, so freshen up before you make your

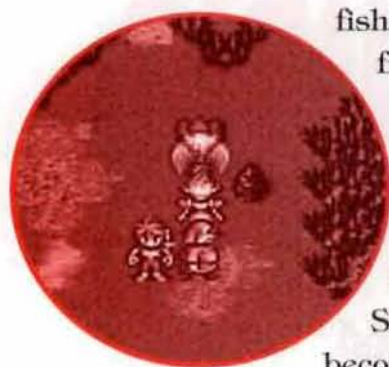




grand entrance. While you are there, go to the second floor and rifle through the dresser in the north room. You will find the CharmRod, which is the best

fishing pole available. Your fishing expeditions will go very well indeed with this enchanted fishing companion—if you have time for fishing any more.

Saving the world is becoming a full-time job. It seems a little odd that the Inn should have a Dragon Shrine. Take this as an omen, and save your game!



Through the Gates

In Evarai, you will talk to people and hear testimonials about the good that St. Eva has worked in their lives. It's all ducks and bunnies here, where the sun always shines—almost too good to be true. You won't find anything in the west building, but pay attention to the layout; you will be returning here later. In the east building, on the shelves in the kitchen, you will find a Tolen. The Item Shop, which has no sign, is backed up against the altar in the center of the east building. It's almost like the black market, except everyone is happy here.



With so many monsters in the neighborhood, it's no surprise that the folks at the Inn prayed to whomever would listen. Go up the hill to the town of Evarai. You will find several tough monsters, including G.Idols, Mamots, and the Kimaira. If you're taking a beating in these encounters, you may need more experience. Take the Great Bird to places you have already been to pick up a few levels and come back. Even though Daisy was kidnapped, she's apparently not in immediate danger. The preparation is worth your time.





What Your Money Buys you in Evarai

Item Shop

Name	Cost	Effect
HelpBL	50	+100 HP
WFruit	200	+20 AP, -20 HP
CureAL	400	Cures Poison, Sleep, Curse, Zombie, Fear
LifePL	500	Resurrects and Restores all HP and abilities
Smoke	100	Decreases number of Monster encounters
F.Spice	100	acts as Thunder Spell
ShaveIce	100	acts as Freeze Spell
Frizbee	100	acts as Thunder Spell

Check Out Any Time You Like

You cannot walk out the gate. It's open, but you can't walk through it to exit the city. You can't call the Great Bird while in town, and you can't get to the beach for the whale. You can't warp out or use the Exit spell, because you can't walk out of the gate. You are stuck. And maybe you are not the only one.

Go back and talk to some people. The item seller? No, a shopkeeper keeps out of politics and religion. What about the woman in the north building with her back to the altar? She wasn't very talkative before, but she's worth a try. Her name is Claris. She's a reasonable person just like you, who has been spying on the Grand Church for the resistance

Remember that most of the time, the item shops sell what the people need. The only times you have seen ShaveIce stocked in an Item Shop was in Guntz and in the Wise Tree. For a happy town, they sell deadly items. Something must be going on that people are not telling you. Fill your pockets and move on.

The north building is not as interesting, but the kitchen shelves contain a WiseBL. The same St. Eva-loving crowd is here, with not a hint of trouble anywhere. You may as well go see the Grand Church. Go north from town and keep to the carpeted steps that reach off screen. The

church is, indeed, grand—at least in size. The guard at the gate, however, will not let you in because you are not a believer. Fighting on sacred ground would probably reflect poorly on you, so leave this one-church town.





movement. Claris seems to think that the church of St. Eva steals the souls of its worshippers and feeds them to Demons to make them stronger. A sinister plot like this could account for all the Demons you

have battled lately. This resistance movement could come in handy. You will have to get word to your allies, so Claris

offers to lead you secretly out of Evarai.

Claris tells you she has comrades in Cotland, just south of FarmTown. She'd tell you more, but you are about to be caught, so she asks you to jump down the toilet to escape into the sewers. The next time you get back to the Ranger Elder, check the part in the Ranger handbook about running around in toilets. You have done more than your fair share of this duty lately.



Lots of Room

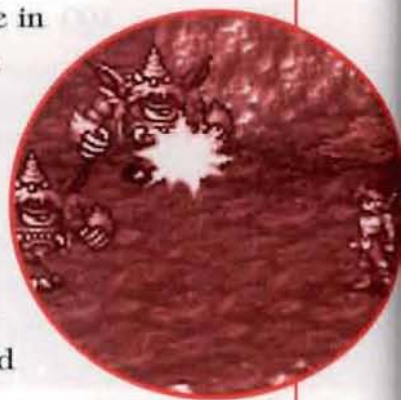
Your team has been in the toilet before, so how bad could this trip be? Plenty. Now you know why the item seller stocks F.Spice to keep the vermin at bay.

Monsters are at every corner in this enormous maze. Put Bow or Katt in the lead. There is nothing in this complex except

monsters, keep moving north, and the paths will lead you out. Do yourself a favor and take the fast way. You won't get any treasure in this sewer unless you hit a monster hard enough to make him drop something. If you want to explore just for fun, move to the north and east to avoid switchbacks and dead ends.

Eventually you'll find the stairs, but you may be out of HP.

Go down the first set of stairs and to the cave on the same landing on the north wall. Jump through the hole on the other side of the cave, and land in a corridor headed north. Go north without delay and go up every set of stairs you come across until you end up in



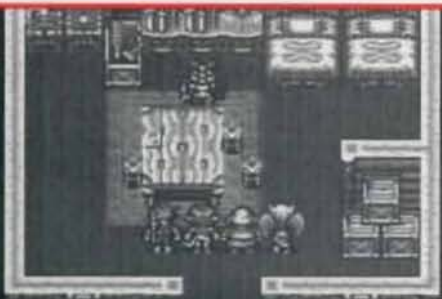
Claris
"You can get outside from
this toilet.."



the back room in the Inn at Evarai. Bet you always wondered what it looked like behind the counters of these buildings! Remember to grab the Tolen off the dresser as you go by.



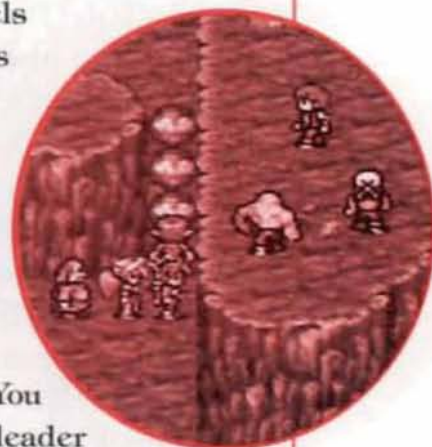
"Oh? Sir, what are you doing here?"



"Oh, sorry! ..I'm the leader, Tiga. What can I do for you?"

Destination: Cotland

Whistle for the Great Bird and fly over to Cotland. You've seen firsthand what's coming out of the sewers in the Grand Church, and you would welcome any assistance. Take Katt on this leg of the journey. The rebels have put big boulders on the path to keep out the less determined. Have Katt reduce them to gravel (put her in the lead and press the Y button) and proceed up the hill. You will be told that the leader Tiga is in the barn. That's the building with the red flag. Talk to everyone before you meet him. And remember the name Habaruku, founder of the church of St. Eva and all-around mischief maker. Cotland is basically a town for people who dislike the St. Eva Church. This might seem a little extreme at first, but then again you travel with a person that turns into a mushroom and talks to trees.



The leader Tiga has a few problems to settle before he can start the revolution. The first is money. His sponsor went to ThvsTmb to raise money and has not been seen since. And apparently this bold freedom fighter is lusting after our own Katt. To prevent an ugly scene, Katt suggests that the Rangers go find the missing sponsor, so it's off to ThvsTmb.

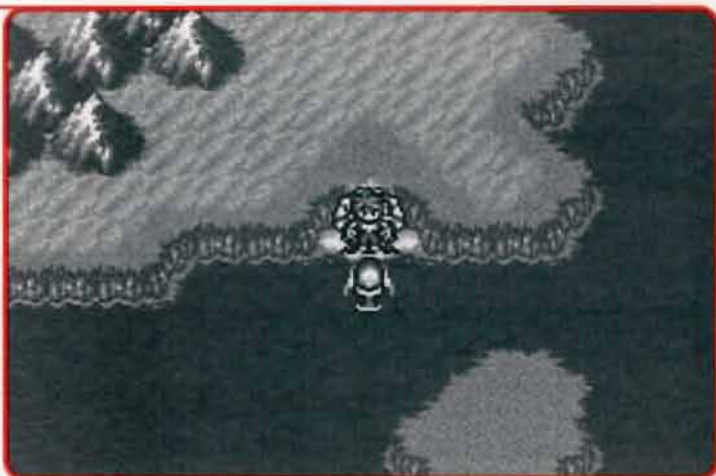


Name that Tomb

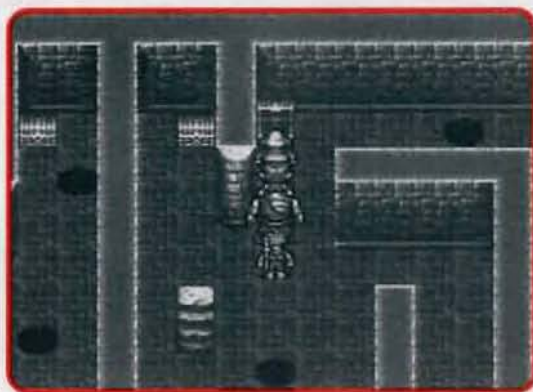
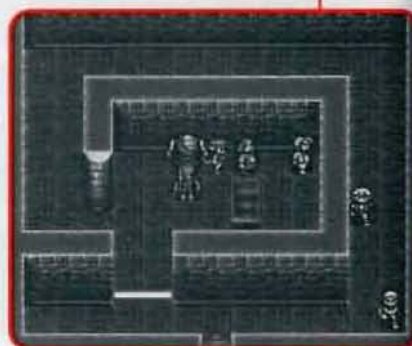
Head back to FarmTown and heal up. Save the game while you are at it. You can fly to ThvsTmb, but you're daring, rotate out some of your highest level characters and take the whale. If you are careful, you won't need magical Fire power to save you. Rand will serve you well on this trip, but Nina, if she comes at all, should not lead.

Take Grandpa Whale and land on the southern-most beach on the eastern continent. Go at night to minimize encounters, and march west through the desert and back north and east following the mountain range.

At ThvsTmb, you find several burglars trying to match wits with traps set to guard the tomb of the King of Thieves. You probably will encounter a few monsters along the way. Try throwing Typhoon in the desert just to see the pretty results. Watching Spar use the Nature ability around cacti is also amusing.



After chatting with the thieves, head down the stairway in the middle of the room. This will lead you to a room with several chests and many racing black holes. If a hole gets beneath any of your party, you will fall down to the next level which, in the end, is where you want to be. If you can make a grab at some of the chests before you fall, you may nab a SunMask and a ThndrGL.





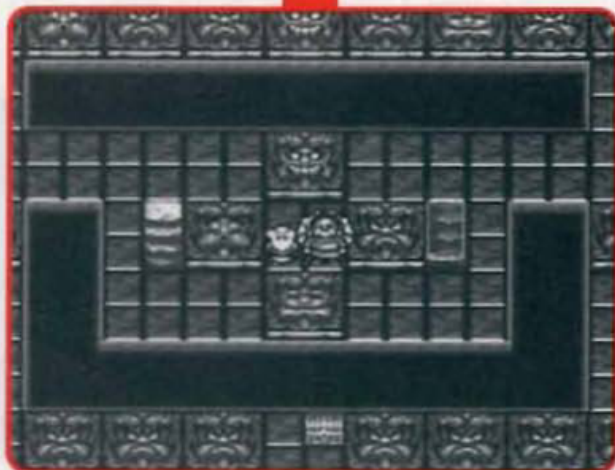
The bottom level is a trap and puzzle of sorts. Four face designs are cut into the stone floor. You sometimes encounter monsters when you cross them. Study the faces as you drop next to the old man who congratulates you. The red angry face to the east causes misfortune. After a monster encounter, a party member may lose money or get poisoned. The yellow happy face to the north will cause good things to happen after an encounter; you might find money or an item. The green healthy face to the south promotes recovery, normally to the person in the lead. And the strange blue face to the west produces random results. Because the encounters occur when you cover a certain amount of distance, walk back and forth in front of a red face to trigger an encounter before you step on it. The colored face the lead character is standing on determines what happens after the monster encounter. After the fight, immediately move across the red square before your next encounter triggers. Try to stick to the other faces.



The object is to get to the outer edge of these faces and head to the doorway north. On your way you will encounter plenty of nasty creatures, which all take extra damage from Fire. The Anubus and Sheef



combinations are particularly deadly because the Anubus' RotBrth slows you down enough for the Sheefs to get solid slams on the lead character. Note the chest south of where you dropped into the puzzle. It holds the KramerBR that protects you from becoming a Zombie. This is worth picking up on the way out after you have solved the puzzle.



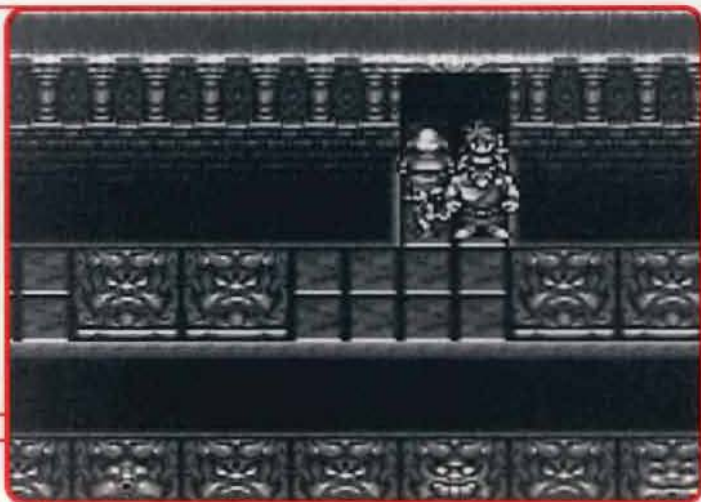


At the doorway along the north wall, you can thumb your nose at the trap by moving back and forth in a tight pattern on one of the yellow or green faces. The encounters are easily defeated and good things happen to you as a result. But don't get carried away and spend too much time here.

With the floor traps behind you, you find a cage containing none other than your old pal Patty the bat-winged thief. Head north to beat her to the treasure, which surely must be through the open door to the north. But when you get there, you discover the room appears empty. Patty is a good thief (even if she was caught), so maybe she can find the hidden treasure. Go to the south end of the cell, and stand next to the eastern-most switch. Press the A button, and the cage drops, freeing Patty.



After carefully checking inside the box, she finds a small switch!



You were half-right. Patty finds the secret treasure hiding place, but the box is empty. You need that treasure to help fund the revolution and free Rand's mom! Don't give up now. Have each member of your party search the empty chest by pressing the A button until you find the secret lever to the real treasure to the north. At last you have found the evidence that Tiga's benefactor had come looking for.

Declare it a partial victory. You found neither hide nor hair of Tiga's patron, but you did find the evidence. Tiga will have to make do. Patty, meanwhile, is getting mighty familiar. You can hardly go to any dangerous place and not find her there ahead of you—chained up or caged! Now go back to Cotland for the battle planning.



Chapter 16

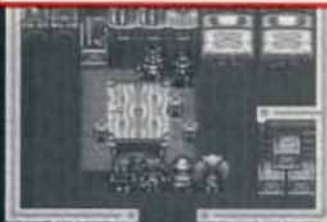
The War

The real work is now ahead. Your quick trip to ThvsTmb has given Tiga the resources he needs to attack the Grand Church of St. Eva. By the end of this chapter, not only will you help destroy the Grand Church, but you will unlock part of the secret of your strange childhood. If you are lucky, you may even save a family member you barely remember.

Cotland Organizes

When you return to the rebel base, you are surprised to learn that Patty is the secret patron of the resistance. You are rapidly becoming the savior of the resistance movement! Tiga now reveals his plan to seize

a small church south of Cotland called Bando. By questioning Father Mason there, he hopes to learn how to get into the Grand Church.



Because of you the sponsor has returned.





Complicating matters, however, is Tifa's sudden proposal to Katt. Tifa apparently has not seen a female of his clan in some time and Katt is just his type. Katt's dramatic reaction complicates your team-building strategies.



Katt
"Why? Why would you say something like that?"

To make matters worse, Tifa must duel other possible suitors, according to his tribe's tradition. He now tries to pick a fight with the hero. You must decide if you wish to be just friends with Katt or if your interest in her runs deeper. The incorrect choice will cause Tifa to call you out.



Are you and Katt really just friends?
Yes No



Tifa
"I like you... Katt
I want you to marry me!"

Tifa is almost unstoppable. We've seen Tifa take 10,000 HP of damage and not go down. We believe that the designers did not wish you to defeat Tifa. Just let him beat you up—it's faster. Your team will not be defeated if you lose. You can heal your wounds the night before you attack Bando.

Afterwards, Tifa and Katt try to sort out their feelings for one another. This does not work as well as you hoped because Katt now wishes to fight alongside Tifa, which means you will lose her from the team for the fight at Bando.



I don't think that what we feel for each other is "love."



When I first met you... it hit me... I wanted to make you mine...



Very little should bother you on the short walk south to Bando. The monsters that cross your path are challenges. If you want to make the next stage in your adventure easier, head up to FarmTown before you head south to

Bando. In FarmTown, go to the Dragon Shrine and get another team member to replace the missing Katt. When you enter the church at Bando, you find no one is there. Question all of Tiga's men for clues, and then tackle

Tiga. You wonder why anyone whom Father Mason likes soon leaves for Evarai and is never seen again.

Katt is true to form. She gets bored and starts breaking things. But this time, she stumbles on a secret passage

behind the altar. Tiga is still securing the grounds of the church, so he asks the Rangers to go inside and find Father Mason.

Rodent Hunt

Before you head into the hollow behind the altar, heal up and equip your best weapons. Remember, you are going into the fight shorthanded if you didn't go up to FarmTown to get another team member (you can still do this before you enter the hollow, if you like). Go through the secret passage and down the stairs. Avoid the bones and head north. You will meet a variety of unpleasant monsters. D.Spirits, Maindstrs, and Lyvermas are the worst of the lot. The Lyvermas cast Curse and takes half damage from everything. The Maindstr's big trick is Hush, which is unusual. Maindstr's are resistant to all spells. Pace yourself fighting up this hallway because the encounters are fast and frequent.



Stay alert as you approach the end of the corridor. You may see Father Mason escaping down the stairs. The encounters come more thickly now, if you can believe it. We nicknamed this location "The Long Hall o' Doom."



Tiga
"...Could be. You did
it. Katt!



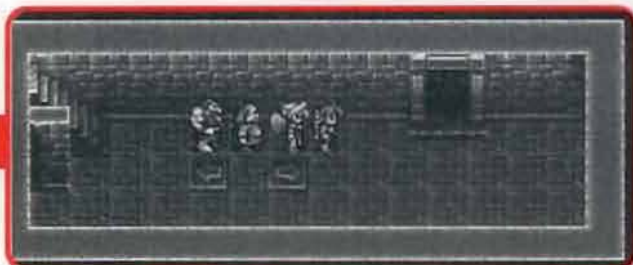
Find the Priest

You're not sure what all those monsters were protecting. The room to the north is small and empty. The only unusual features are the two arrow switches on the floor. Step on the east arrow. Something is making a lot of noise! Go back and check that empty room again. You will find the door now opens on a different room containing a chest with a SnakeST.

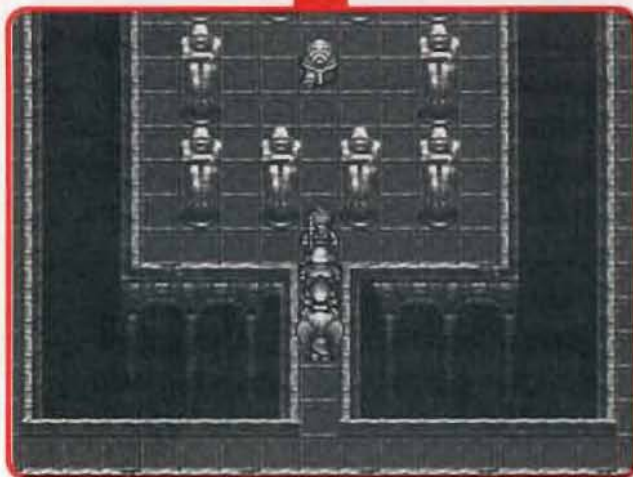
Go back and step on that east switch again. You'll now find a prison cell containing people who cannot talk to you. When you depress the switch a third time, you will find another cell full of people who move about dazed and confused. Mason has quite a number of people trapped down here. Maybe that's where the bones on the stairway came from. Go back to the switch one last time, and the door will open onto a stairway leading down.



Follow the stairway down into a dull-looking north/south passage. A quick trip south will take you to the priest's Treasure Chest containing 1000c. Turn around and go north to find Mason.



After a couple of uneventful twists and turns, you will find Father Mason in the center of an ornate room. When he runs out of the room, Mason will turn into the Necroman Demon. All the fur, fangs, and batwings in the world do not make him any less a coward. Necroman summons up some zombies to dispatch the heroes.



These zombies are much tougher than the undead creatures you already have battled. They cast Sap and Drain and will not die until you do 700 HP to each of them. The secret to fighting them is Fire spells. Once you have defeated the zombies, Necroman will deign to fight you, after complimenting you on giving his god more power by killing the zombies. To say Necroman provides a rough fight would be an understatement. With no special vulnerabilities and 2,300

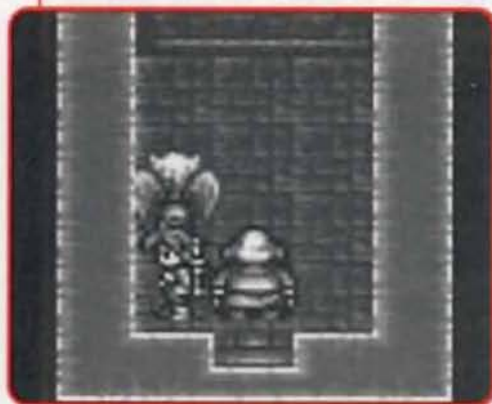


HP he would be a fair fight, but his strong RotBrth attack makes him a real problem. RotBrth can turn all of your party members into zombies. If you don't cure them quickly, you will have a whole pack of zombies nipping at your heels.

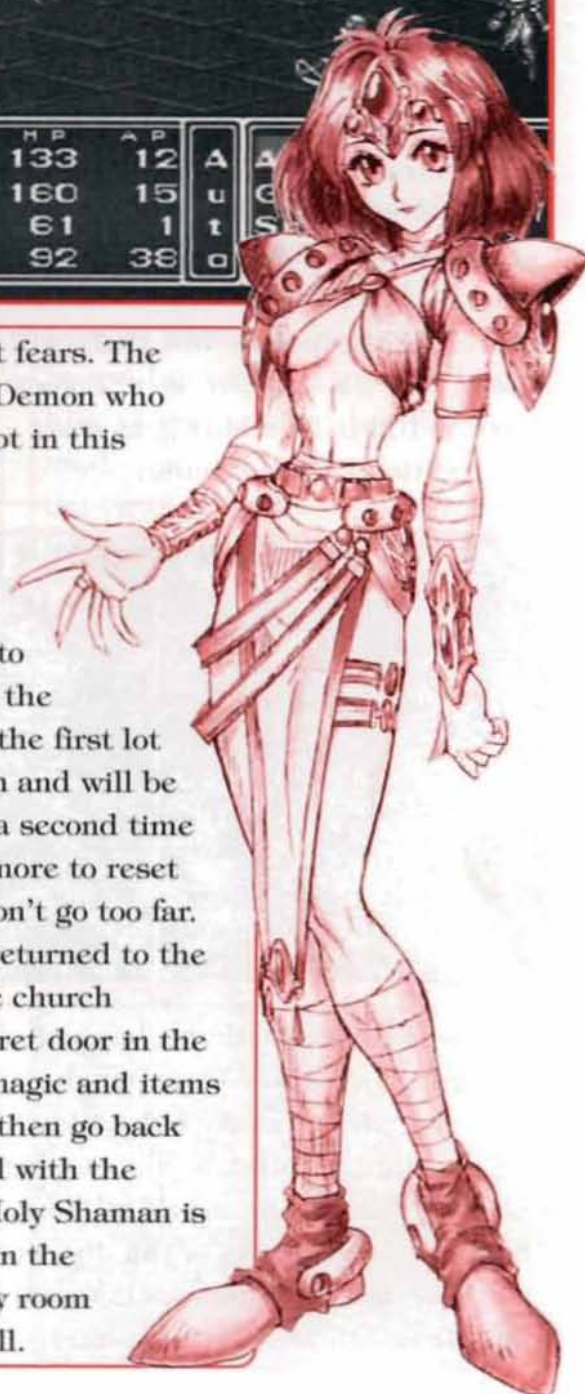


The Necroman's dying words confirm your worst fears. The Church at Evarai really is a front for a Greater Demon who plots to destroy the world. The single bright spot in this encounter is the EvaraiRD, which appears after Necroman is dead. This item allows you free passage in and out of the city of Evarai. No more toilet diving for you!

Remember to release the prisoners. Go back to the hallway with the floor switches, and step on the west switch to rearrange the rooms and release the first lot of prisoners. They are now free of their confusion and will be grateful for the rescue. Step on the west switch a second time to rescue the other set of prisoners, then twice more to reset to the empty room. Leave this fetid place, but don't go too far.



Once you have returned to the main part of the church through the secret door in the altar, use your magic and items to heal up, and then go back down to the hall with the switches. The Holy Shaman is waiting for you in the otherwise empty room on the north wall.





Go back up to the main church to find... Father Mason? It's actually Tiga in disguise with Katt right beside him dressed as a nun! This is all part of Tiga's master plan. With the EvaraiRD and Father Mason's cassock in hand and the troops briefed on the teachings of St. Eva, the rebels are now prepared to storm the Grand Church. To avoid arousing suspicion, the rebels will filter into Evarai in small groups and meet at Claris' house, which is the northernmost house in Evarai. Everyone in the resistance will be there. Well, everyone but Patty will be there. She's a sponsor, so she doesn't have to fight. This lady gets more aggravating by the minute.



Katt won't travel with you because she's still getting to know Tiga. But she recommends you make a donation to a St. Eva church to learn the teachings of St. Eva, the way the rebels all have. She has heard the monks at the doors of the church question worshippers to weed out the unbelievers.

A Little Side Trip

If the fight with Necroman was difficult, you probably don't have enough experience yet to tackle Evarai. So take this little side trip on the level express. Fly the Great Bird east to the island between Evarai and ThvsTmb, stopping at a local bank branch along the way. You will need to do some heavy-duty shopping, so withdraw all of your money. When you get to the island, land next to a hut. The hut has a very good, very expensive Armory and an Item Shop like the one in the Great Tree's Memory. Stock up on as much F.Spice, Frizbee, and ShaveIce as you can carry and check over the Armory selections for anything you can afford. Take the Great Bird to Monster Island. Item magic can affect all the creatures there, and you can make short work of these previously dangerous foes. The experience flows like water, and you can get several levels very quickly. By the time you are out of ShaveIce, you probably have collected enough money to go back south to the hut and buy some of the great weapons. The Great Bird remains the only way to get to the hut, because the Warp spell cannot take you there. Now that you know the secret, you can stop off at a city with a Dragon Shrine to exchange team members and put them through the Monster Island Training Course as well.



What Your Money Buys You at the Hut

The Armory

Name	Cost	Effect
DamageSD	12,000	+82 Offense (Hero)
EmblemRP	12,000	+79 Offense (Jean)
AmberRG	11,000	+74 Offense (Nina)
BraveAR	10,000	+60 Defense, +5 Offense (Hero, Katt, Sten, Jean)
Bow, MotherRB	28,000	+66 Defense, cast Cure1 (Not Rand) [alternate: (Hero, Bow, Katt, Nina, Sten, Jean, Spar)]
SunMask	6,800	+25 Defense (Not Rand)
HolySH	18,000	+43 Defense, cast Shield (Not Rand)

The Item Shop

Name	Cost	Effect
HelpBL	50	+100 HP
WFruit	200	+20 AP, -20 HP
CureAL	400	Cure Poison, Sleep, Curse, Zombie, Fear
LifePL	500	Resurrect + Restore all HP and abilities
Smoke	100	Decreases number of Monster encounters
F.Spice	100	acts as Flame Spell
ShaveIce	100	acts as Freeze Spell
Frizbee	100	acts as Thunder Spell

You can use magic items in combat even if they are not equipped. For example, you don't have to have the MotherRB equipped to use it. Just select it in the items list during combat to use its special power. Unfortunately, only one team member can use a given item in a turn.

Getting Religion

Rand must go with you into Evarai. If he is not among your team members, stop at the Dragon Shrine in front of the Evarai Inn south of town and pick him up. Remember that Rand's mother is trapped somewhere in the Grand Church, so leaving him behind would be poor form.

Go through the gates of Evarai, but before you rendezvous with the rebels at Claris' house, you should go to the Item Shop in the east building and stock up. Fill your pockets with F.Spice. You'll find nothing new to see or do in Evarai, except at the rendezvous point.



Let's penetrate the Grand Church!!



Now you can slip into the Grand Church. Follow Tiga, who is disguised as a priest, and mull over the teachings of St. Eva in your mind as you walk. Remember that the Grand Church is north of Claris' house at the top of the big stairway that spills off-screen.



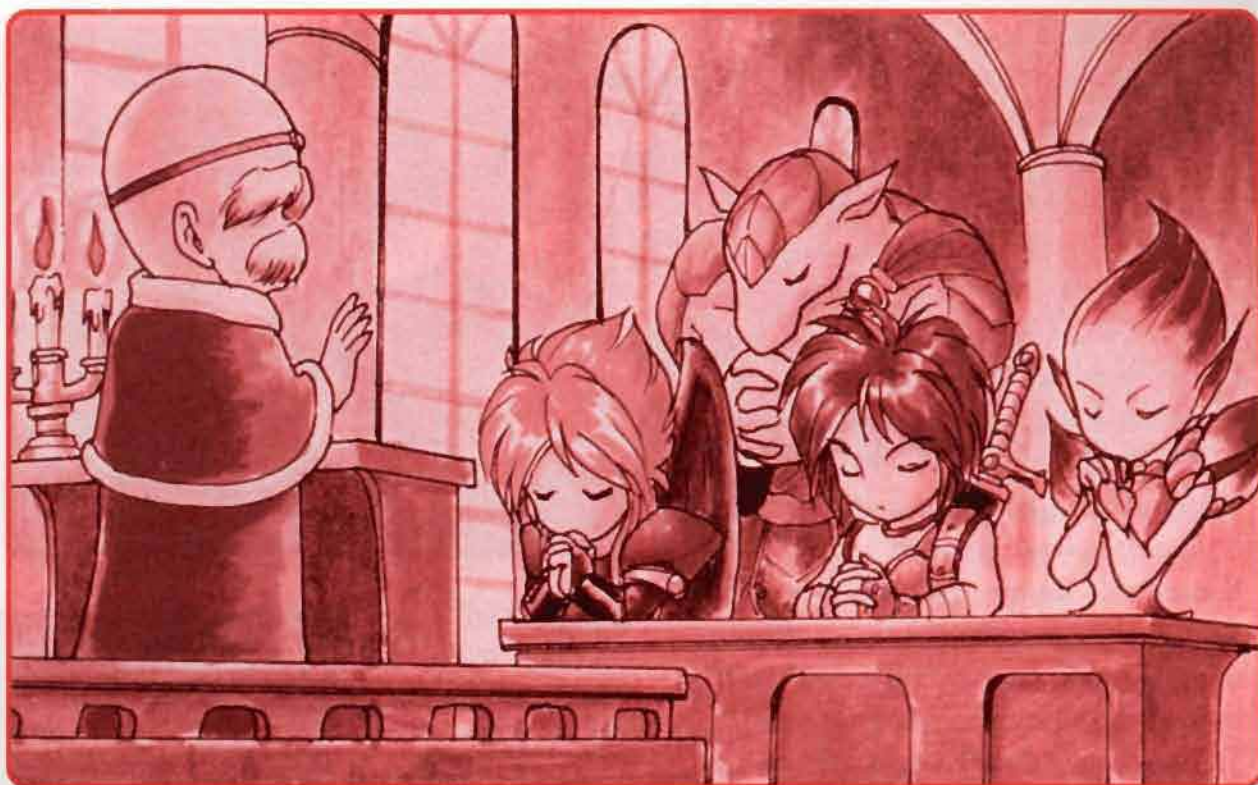
What is the real name of St. Eva's God?

Inside the church, go up the center stairway. All the other areas are blocked off or empty, so save yourself the trouble. Dozens of worshipping fanatics fill the sanctuary. If you're found out, this could be a very difficult fight. The high priest Habaruku enters with today's sermon. He has found a nonbeliever in the town of Evarai and will demonstrate to the congregation his god's will in such a matter. He has Claris pinned to the altar! That's why she didn't meet you at her house.



Katt was right; an armored monk is questioning worshippers as they enter the church. As luck would have it, the monk is out of dogmatic questions by the time your Rangers arrive at the door. Does that mean you get in free? Not exactly. The monk asks you an "easy" question that you haven't learned in any church where you've made a donation. The monk asks for the real name of St. Eva's god. If you answer incorrectly, you must kill the monk quickly to keep from alerting the rest of the church. If you are really stumped, the correct answer is Evans.





As the high priest peels back the folds of Claris' mind to learn the secrets of the resistance, Claris admits her love for Tiga. Distraught, Tiga recognizes that Habaruku is trying to bait the resistance into rescuing Claris and exposing themselves prematurely. Tiga decides to sacrifice himself to spring the trap. If he is lucky, he will rescue Claris in the process. Unfortunately, Tiga's luck has run out. As an afterthought, the high priest kills Claris as well as Tiga. This is not a nice man. This is not a nice god.

Fighting back their bile, the Rangers must bide their time until the end of the service. Follow the high priest to the east as he leaves the altar, and stay on his tail. You

will find him in a small room talking to Ray. He leaves via a stairway to the north. Tragically, Ray, who fought back-to-back with you against the demons, now stands in your way. Worse, he becomes a Purple Dragon and attacks your party.





This combat takes a different form than others you have fought. Ray keeps trying to bait you into using your Dragon Powers. When you check your Spells, you have a new Dragon Power, the G.Drgn. Use it now with devastating effect. After Ray is defeated, he reveals himself to be a member of the Black Dragon clan. His loyalty to the church of St. Eva forced him to stand against you, but because he knows your cause is just, he has sacrificed his own life to increase your power. His dying request is for you to build a new church that stands for good instead of evil.



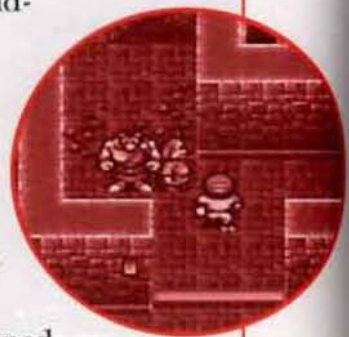
Take the stairs up and look for Habaruku. He is finishing a conversation with the imprisoned Daisy. He has the gall to tell you that he raised Ray as an orphan and that Ray must have been useless if he could not stop you. Habaruku exits and springs a pit trap so you cannot follow him.



Take the northern stairway up, and follow the path around to the next set of stairs. The path is narrow and filled with Assassins and D.Crsdrs. These monsters are not difficult individually, but they present tough challenges in large numbers. Begin using your E.Spice here to conserve your AP's.



Go to the west side of Daisy's cell and press the A button to open the gate. After the short reunion scene, use Rand's movement power, the Rand-Ball Express, to break down the stone wall that bars your passage north (put Rand in the lead and press the Y button). There's no question about it; Rand is stronger than you could ever have imagined. Follow the stairs up to the next level.





You face more narrow paths crawling with Assassins. The chest to the south contains 1000c. The chest to the west contains ElemtLAR. Head up the stairs to the east, where the high priest went. One more surprise awaits you on this level, M.Knights. These fellows are immune to weapons and spells. It's a good thing you brought enough F.Spice.

The next level of the tower has another stone wall for Rand to break down. Unfortunately, it's a trap. Rand will hold open the crushing stone walls for the rest of the Rangers to continue their journey up the next flight of stairs. Things look bad for Rand until Daisy, his loving mother, throws him out from between the stones and is crushed to death in his place. A somber Rand rejoins the party.

The only chest on this level contains a BlastKN, which allows the user a free Blast spell. Give it to Rand; he has the right attitude to use it now. Take a breath and heal up. The top of the tower is up the next set of steps.

Exiting the tower onto a catwalk, you find Habaruku at last. He gives you a chance to quit now. If you've been badly beaten up to this point, you might

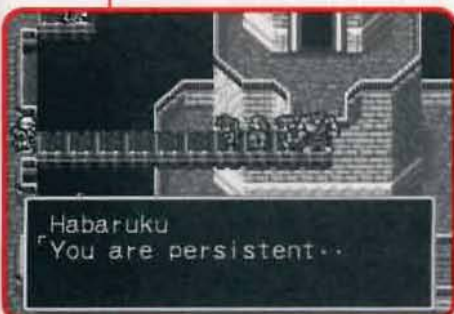
consider taking him up on his offer. You can return once you've gained some levels. Habaruku will still be here.



If you choose to fight him, Habaruku will have his Archers fight in his place. You will have to fight each of the two Archers separately. They have 300 HP, a high Slam percentage, Eggbetr attack, and tremendous speed. They also have a nasty habit of aiming at the team member with the lightest armor. Make this fight as short as possible. You cannot withstand a long fight with one of these guys.

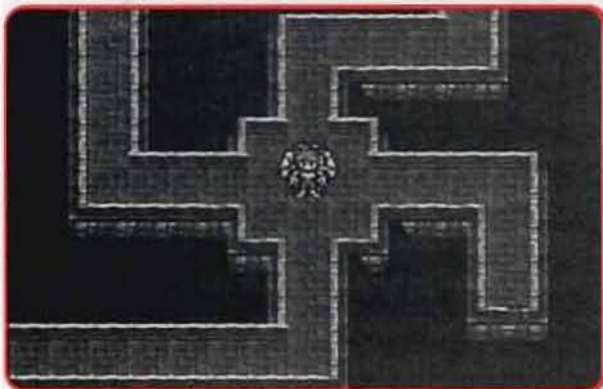


As you might have expected, Habaruku is not interested in fighting you. Leap off the edge after him as he takes the elevator down. You will land in the center of a passage shaped like a hooked cross. Up the northeast leg, you will find a chest with a DmndBR. Give this to a team member immediately; it





builds resistance to Death spells. Go back to where you dropped in, and head up the northwest leg of the passage.



Up the stairs in the northeast corner of a large room is a floating arrow puzzle. The pad floating in space has a three-by-three grid of arrows facing in different directions. You will move in the direction the arrow you are standing on is pointing. Each arrow works only once. From here, you want to get to the eastern stairway. Think of the arrows as numbered like a touch-tone phone pad. Step on the arrows in this order: 7, 4, 5, 2, 8, 9 and you will get to the eastern stairway. Follow the stairs down.



Follow the path into a room filled with strange machinery. Ignore the warning, and charge north up the path, trying to avoid the defense lasers. You will find an old man wired up to a giant machine very much like the one you saw in HighFort. He begs you to kill him because the demons are siphoning off his magic power. Before you have a chance to set him free, the machine's self-defense system activates in full!



You have a hard tactical decision here. Any area-effect magic you use will injure the old man along with the three guardian eyes that surround him. The old man looks familiar, and it would be a pity to kill him if you could rescue him instead. To make matters worse, each of the eyes throws a different spell. The northwest eye throws Freeze, the southern eye throws Flame, and the northeast eye throws Cure3. They have enough AP to do these spells all day because they are drawing from the man in the machine. This defense system has no obvious weaknesses, so the best you can do is to



take your lumps and concentrate your fire on the northeast eye. Once you have removed the healing ability of the machine, the fight will end quickly. A good tactic is to use Atk-Up on your strongest fighters, have them target one eye until it is destroyed, and then move to the next one.



If you have injured the old man in the machine, he will not say much. If he is undamaged, he will offer to teleport you out of the Grand Church. Either way, you have to leave now because with the machine destroyed, the church will explode. If the old man teleports you, you will arrive back in Township in his company. After some discussion, the old man recognizes his son in the group! You have found your father, Ganer, at last. Ganer reveals that without the machine at the Grand Church, the Demons will have to draw life energy some other way. A large number of living things will begin to wither and die. Could this be what happened to the forest at Gate?

Reunited

If Ganer returns you to Township, you have one important stop to make before you go to Gate. Go down the well to see how Eichichi

is doing with making Township fly. While she describes the problem of needing a potent power source, blind Ganer enters the room. Before he can be stopped, Ganer affixes himself to the machine from HighFort so that Township will fly.





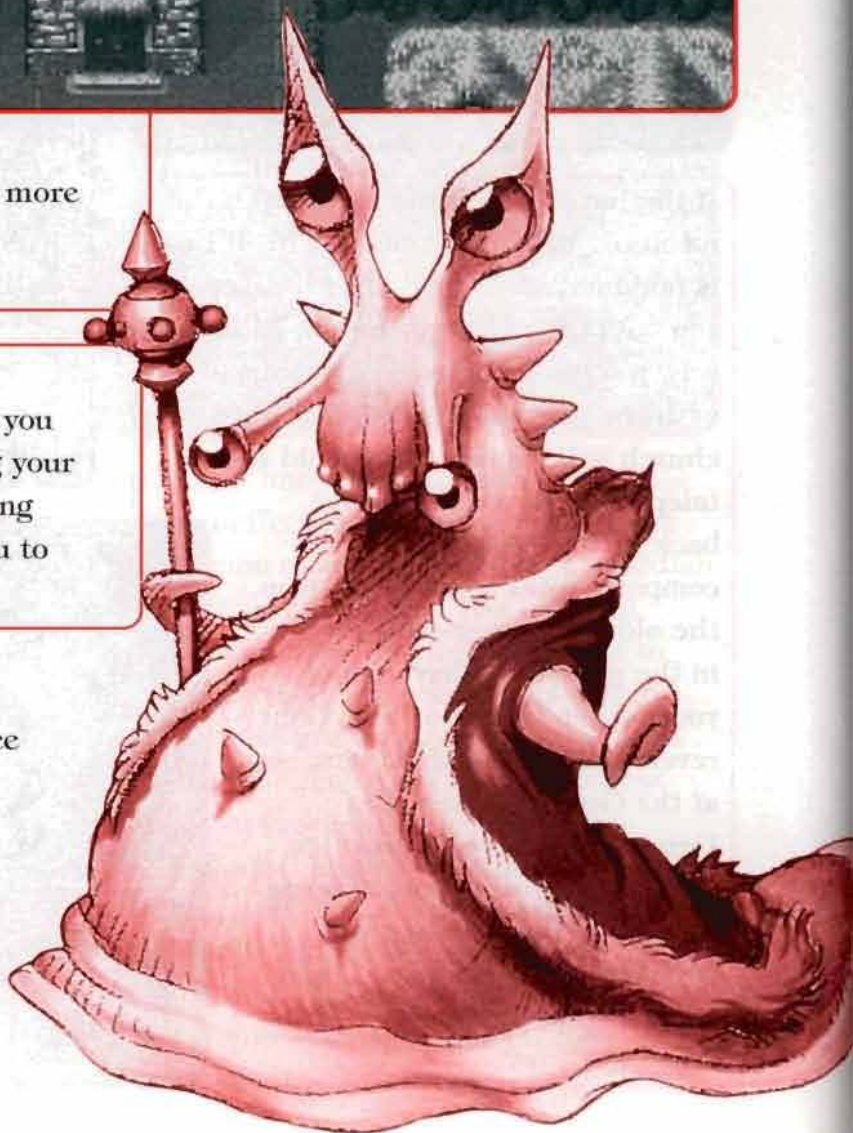
Now that your city flies, why don't you take the Town Ship (that is two separate words) out for a spin? Go to FarmTown and look in the field you helped Rand plow. If you donated heavily to Namanda earlier, the Earth Shaman Solo will be waiting for you. She will go off to Granny's, and now Rand will be able to get his major transformations. You have nothing more to do except stop Habaruku from opening the Gates of Hell.



If you injured Ganer while fighting the machine in the Grand Church, you will never know the joy of regaining your father or the exhilaration of watching Township fly. That should teach you to have more respect for your elders!

Gate Crashers

The Ranger Elder in HomeTown once warned you that the demon activity around the forest at Gate would be deadly to investigate until you had seen the world. You've now been to more places than you ever thought existed when you were a novice Ranger doing pet rescue duty. With Habaruku still loose, the





only place left to go is Gate. Maybe someone there has new information on why the forest is dying.

If you enter the town of Gate at night, you find that all of the villagers are now loyal worshippers of St. Eva. They work all day and pray all night. And if you spoke to Ganer, you know that the Memory Demon Aruhamel once held sway here. You should be on your guard.

Return during the day, go through the village, and head north to the dragon who sleeps on the mountain.

Some of the villagers you meet on the way through town offer disturbing theories about why the forest is dying. Father Hulk, the village priest, has gone so far as to set

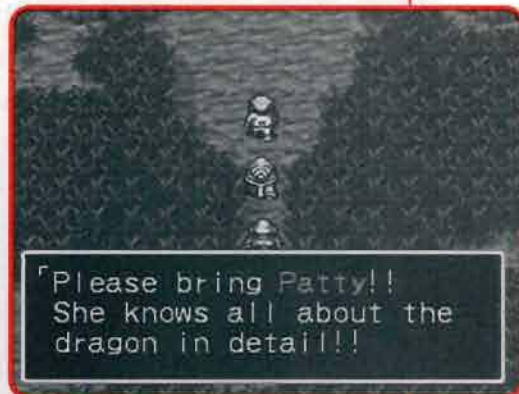


a bomb under the dragon to kill it. He has convinced the villagers that this will free the forest from the evil that now grips it. However, the bomb backfires. Not only is the dragon still alive, but the Gate is weakened, which allows some demons to escape.

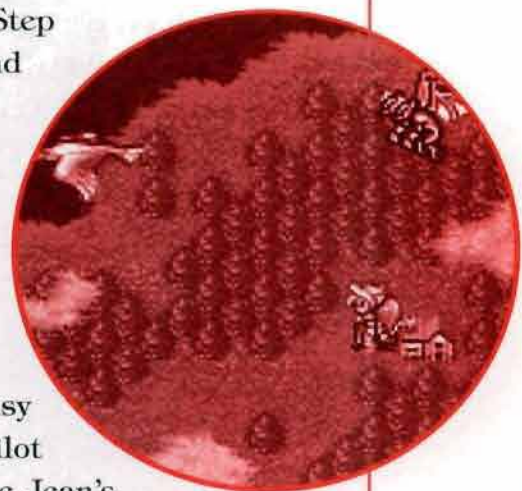


In a panic, Father Hulk admits his mistake and asks help from the Rangers. Should the dragon die, nothing will hold the Gate shut. He has heard of a woman who grew up in this village who knows the ways of the dragon better than anyone else. Her name is

Patty, and she makes her living stealing things. Is there anyone here who knows this woman hasn't been?



As you go through Gate, stop at the Dragon Shrine and make sure Nina and Jean are in your party. Time is of the essence, so you should use one of your fastest modes of transportation. Step outside Gate, and summon the Great Bird. You spot the poor thing being chased through the sky by demons! The Great Bird is busy now, so either pilot Town Ship or use Jean's Warp ability. In either case, your first destination should be Cotland, the last place anyone saw Patty.

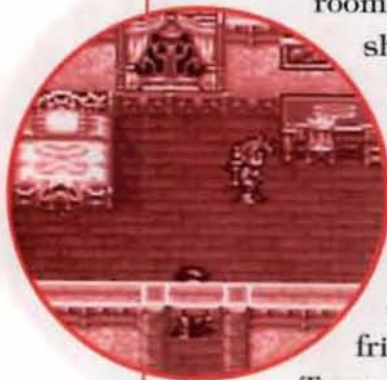




The soldiers in Cotland tell you that Patty was here, but the phantom thief got hungry, so she went out for a meal at her favorite restaurant. The cooking at SimaFort doesn't sound appealing—too many worms. And Tunlan uses chefs from SimaFort. Maybe she's at the Wildcat Club. Fly the city directly to the Club, or use Jean's Warp spell to go to SimaFort and his giant frog ability to hop to the Wildcat Club.

When you speak with the chef, he says that the bat-winged girl enjoyed her meal so much that she decided to test the grave one more time. There were bones under Bando with the zombies, but the only real grave you have seen is the tomb built by the King of the Thieves. If you don't have the Town Ship, use Jean's Warp spell to take you to HighFort and his giant frog ability to swim down the river that runs past ThvsTmb. You guessed it; Patty has been and gone. One of the burglars testing the grave tells you she was headed for a place called HomeTown.

When you arrive in HomeTown, you find—nothing! Ask every person, and look in every room. Patty hasn't been here since she was charged with robbing Trout. The only thing left to do is ask Wooppi the Psychic if you have her in Township or your other team members back at the house. After drawing a blank from all your friends, go back to your room in Township and sulk. You haven't had a good night's sleep in a while, anyway. Patty is waiting for you in your room. She could have showed up earlier and saved you that trip to HomeTown (grumble).



You tell Patty about the injured Dragon at Gate. As you begin to forbid her to

get involved because you don't trust Father Hulk, you realize she is already out the door and on her way! It finally occurs to you that the only villagers in Gate that knew very much about the Dragon were you and your sister Yua. Hmm... Of course, you have to follow Patty back to Gate now. Maybe she knows something about Yua.

When you arrive back next to the injured Dragon at Gate, you meet Patty and Father Hulk. The priest's true interest in Patty is revealed. The secret to fully opening the Dragon Gate is the death of a Dragon clansman. The Dragon on guard was too powerful to be killed by the priest's bomb. The hero has a reputation as a fierce warrior. Patty, however, should be a swift and easy kill. Who could possibly think of such a twisted and devious scheme? The answer, of course, is your nemesis Habaruku, who has been masquerading as Father Hulk since you fought him last. You and the Rangers are the only real threat to Habaruku's nefarious plan. Stop him now, or he will sunder the Gate with Patty's blood and bring forth his dark god to ravage the world.



Chapter 17

Infinity and Beyond

Maybe it's his willingness to sacrifice Patty, but something about Father Hulk doesn't seem right. This is where you find out that the St. Eva church is a scam to open the Gates of Hell and let Death Evan come across to rule the world. To keep the Gates sealed, you must save Patty from this madman who—big surprise—turns into the demon Habaruku.





I Demand That You Shoot Me Now!

Like all good demon priests, Habaruku packs a wallop. As well as punishment, he'll cast Drains and Def-Down to make things even more difficult for you. When you have him on the run, he will toss big-area damage magic like Missile and BoltX. The trick to defeating this demon is to remember that although he can dish it out, he can't take a great deal of punishment. You have defeated tougher bosses, although none could hit back like this guy! You should be at the 35th Level before you think about picking this fight. The tougher you are, the better your chances for winning.

Save all your counter magic (like Hush, Def-Down and Ag-Down) because it won't be very effective. Dragon Magic also won't produce the desired effects, unless you are lucky. The special abilities granted by any shaman will not hurt him, either. This demon has no particular weak spot except a measly 2,200 HP total. Brute force will win the day if you remain on your feet. Remember that only one character has to live through the fight. Power up your hero to keep him alive and swinging. An Atk-Up spell on the hero is handy here, as is Def-Up. Eventually you will be victorious.



The Gates are still sealed and the priest is dead. Congratulations! The world is safe—for the moment. You can hang up your sword right here and get an ending scene for a job well done. But just in case you haven't had enough demon-bashing, you can go on to learn more of the story and stop this threat once and for all.



Deathevn spread
throughout the world
like seeds grow roots

No Turning Back Now

Or is there? If you head back through the grassy fields to the west-most entrance of the dungeon, where the dragon's claw was before, you will find the Devil Shaman on the small landing inside. Now that you have all six shaman, head back to Township and Granny's laboratory to try different combinations that will help you build a much more powerful team. See the appendices for shaman combinations and special power descriptions. This is also a fine time to reequip and rest to bring your HP and AP up to full. You will need every edge you can get when you go into the Infinity Dungeon.

Tough Choices

You have chosen to go on, beard the demon lord in his lair, and finish what the Dragon Clan started many years ago. The Gates to the underworld are open, and you have watched your own mother die to give you the opportunity to destroy this terrible evil. The Dragon Powers *do* have a cost, and it's very, very high. Learn from this, and take your best team down into the Infinity Dungeon. At the base of the dungeon, you will find Dologany, the home of the Dragon Clan. If you prove worthy, you can earn the power of Anfini and challenge Death Evan for the fate of the world.

I I.. am the
Devil Shaman..





You can use one of three basic team setups for going down into Infinity and beyond.

The all-magic squad is the best of the magic-heavy lot (Nina, Bleu, and Spar). It's

harder to get to the base of the dungeon

unless you have Nina in her

best combination, which

grants her the Banish

ability. (Keep in mind,

though, that you miss a

great deal of experience

when you use Banish, and

you may need the extra levels

that fighting will provide.)

However, you are in a powerful position for the boss fights, because you have some great damage spells once Bleu and Nina get past the 40th level and Spar is along for healing support.

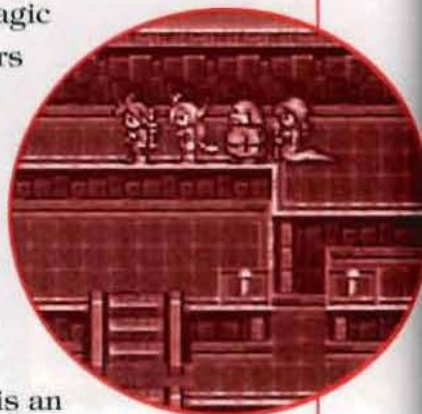
A brute squad of all fighters (such as Katt, Rand, and Sten) and item magic will cut through the first layers of Infinity, but the boss fights will be longer with fewer options. We opted for a mixed team that puts a premium on Vigor to make sure your team strikes first. Any of the characters, particularly with good shaman combinations, are very useful down here if they are at a high enough level—at least in the low 30s, and higher if you want to survive with your shaman combinations intact. Characters may continue to get new

spells up to Level 40, after which their stat increases reduce and no new spells

are learned. Try out some different teams and shaman combinations in the wilds outside of Gate, particularly in the daytime. Those Kimairas will give you a workout! Pick your favorite team and head on in to the Infinity Dungeon. Don't forget to save before you head down!

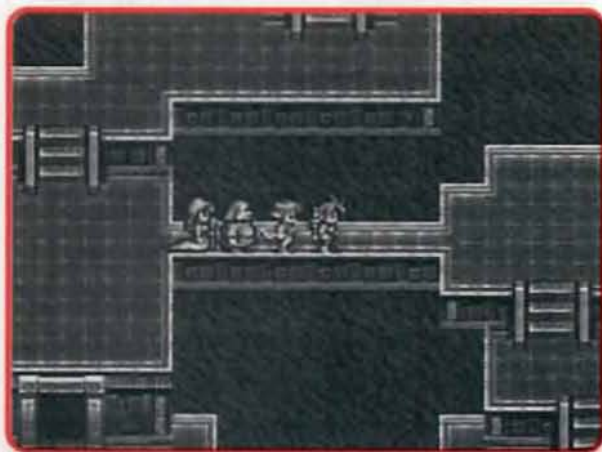
Sten with the Fire-and-Air Shaman combo is a real asset in the early part of the Infinity Dungeon, because he can switch opponents using his special power. This allows you to avoid the very tough Racegudes and the quick, hard-hitting Ifelets later on.

You spiral around the Infinity Dungeon until you get to the middle stairway down. If you have Sten without his major transformation, he can still use his long arms to take the group across the shortcut to the stairs down. The Bighands are very susceptible to death spells, and Racegudes take half damage from all magic and items. G. Riders can cast a nasty Death spell, and Humus can Sleep the whole party. You should still be more than a match for the first few monsters, but this is an endurance contest. Smoke does work, just not as well as usual. If you have Nina along, the Angel spell will usually kill the undead, such as G. Riders and Humus.





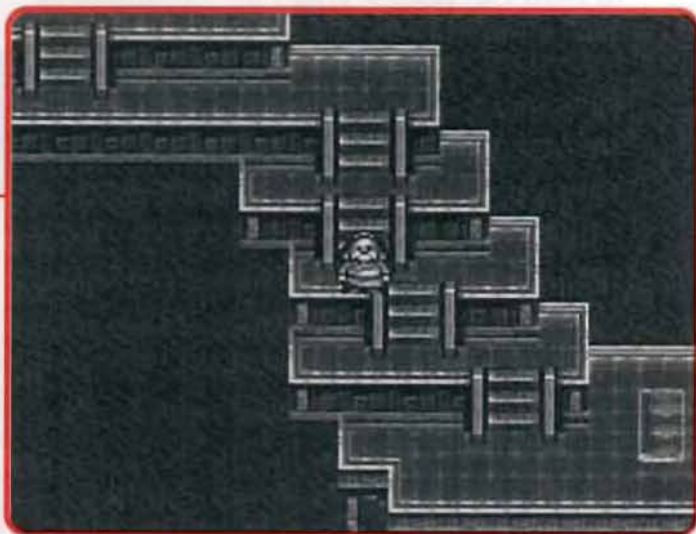
The next level of the dungeon is a set of platforms leading south to a stairway at the bottom. You can get a special treasure for Sten if you follow the pathway to the east and another treasure to the west if you are willing to backtrack. Don't bother unless you feel compelled to collect every treasure because you will almost certainly get in too many fights along the way.



Pick your fights, conserve your resources, and run from slower opponents. You have eight layers of switchbacks to extend the walking distance, and there really are no quick ways. If you keep heading down, you are going in the right direction. If you have followed this hint guide, you will be powerful enough that you won't need most of the treasures along the way. You will finally come to a long set of small levels and stairs down. The quickest path is to head south when offered a choice. Most of the chests you see are designed to make you waste time and AP. The treasures are not worth it here,

A Strange Place for a City

Take the ladder down to the Dragon City, where the whole story of the Dragon Clan is revealed. You even get to have a flashback in which you control your mother's actions when she was a young hero. As a result, you can understand her sacrifice to open the Gates so you can get this far. Dologany looks a little different than your average city, but it has many of the same features. You'll recognize them quickly, even though the buildings are not labeled. Remember that the city is on two levels. It does not have a bank, however, so bring your best equipment downstairs with you. The only thing you will not need in the final dungeon is the bait they sell



either. Your goal is the large shaft at the base of the stairs leading down. When you emerge, you will be in the center of a large room. Continue down the south passageway and out to the entrance of the Dragon City. Through there, you will cross a large room for one final stairway down to find Dologany.



in the Item Shop. Make sure you talk to everyone in this town with the hero in the lead because this is his story now.

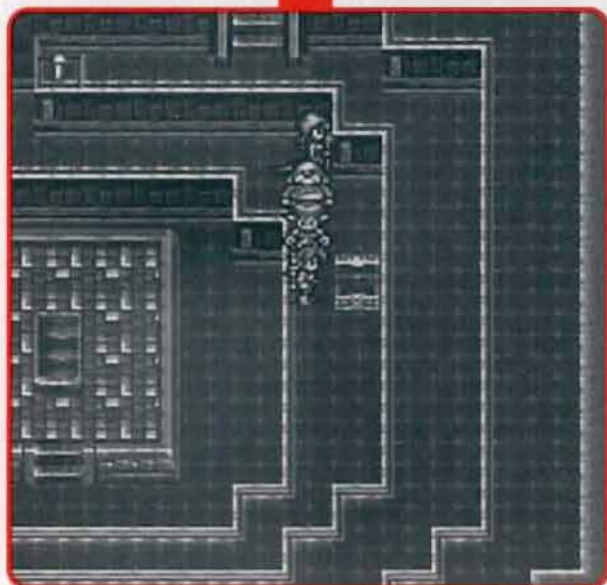


Once you have learned as much as you can about Anfini, take the elevator down to earn the power. Head for the doorway that you see as you proceed; the final Dragon Power, Anfini, awaits inside. You must first pass the test of the Dragon Elders to prove that you are worthy of this privilege. Anfini will prove its worth in the final battle. You will need Anfini to defeat Death Evan at the end of the game, so go through the long set-up scene and always choose the heroic path. We *could* tell you exactly how to do it, but even a strategy guide should preserve a little mystery.

Putting the WindBR on Nina or Bleu almost guarantees that you will have a character that goes before the monsters. You now control most of the fight by choosing to Hush your opponent, do area damage, or heal your injured teammate before the monsters move.

And Now the Bad News

Having won the Anfini power, all your team members lose their shaman, and you are left with your normal characters. If you are willing to do a little work, you don't have to settle for this. From the final dungeon, you can cast the Exit spell to get back to the Dragon City without going up to the surface. You now have to go up the ladder and inside the door to the first level of the dungeon (so you are clear of the Dragon City effects), where you can exit up to the surface (in fact, outside the town of Gate). Once you are all powered up with Shaman again, you have to walk back down the long way because you cannot Warp to the Dragon City. With the experience you built up going in the first time, you will find your trip through the Infinity Dungeon much easier and you will be in a better position to battle the demons at the bottom.

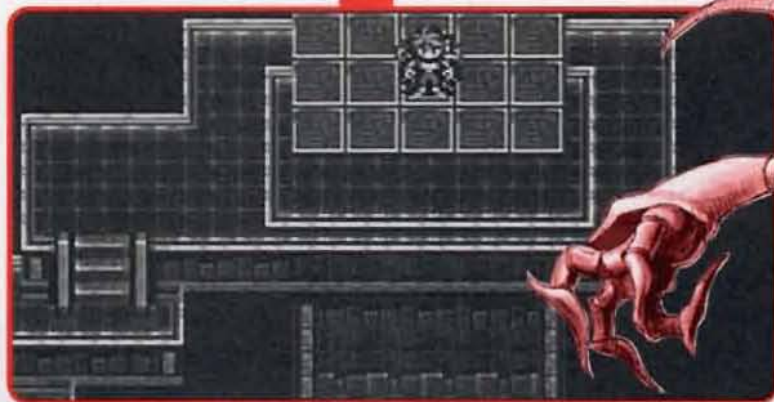




It's a long walk back to the city of the Dragon Clan. Once again you must smash your way through hordes of demons. Unless you run from your opponents or Banish them, you should be awash with experience by the time you get there. That's good; you'll need every one of those new HPs and APs. Make sure you have space in your item list for some of the treasures you will pick up. The harder you hit a demon, the more likely he is to drop something valuable. If you don't need the treasure, you can sell it in Dologany to make more room.



Yes, there really are E.Sludges around the elevator, no tricks here. These boys are lost; ignore them or toast them as you see fit.

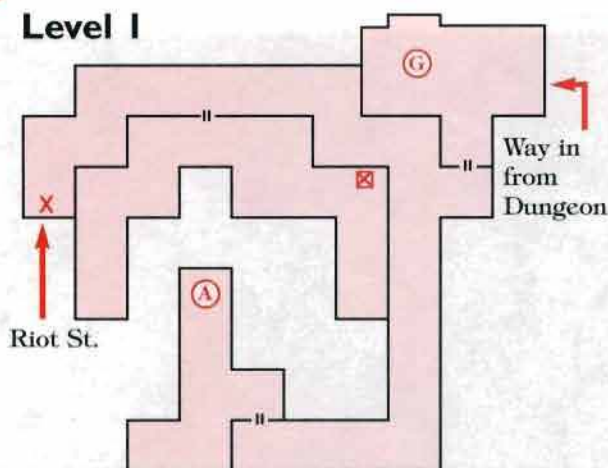


A killer combo for the lowest level is Sten (with Fire and Air Shaman) and Katt (with Devil and Water Shaman). Katt will move before Sten and should perform her Keep maneuver, which doesn't land until next turn. Sten uses his Swch power to change opponents if the existing one looks too tough. You seldom get a tougher opponent after the switch. Katt's Keep move from last turn now lands as an unwelcome gift on the new demon.

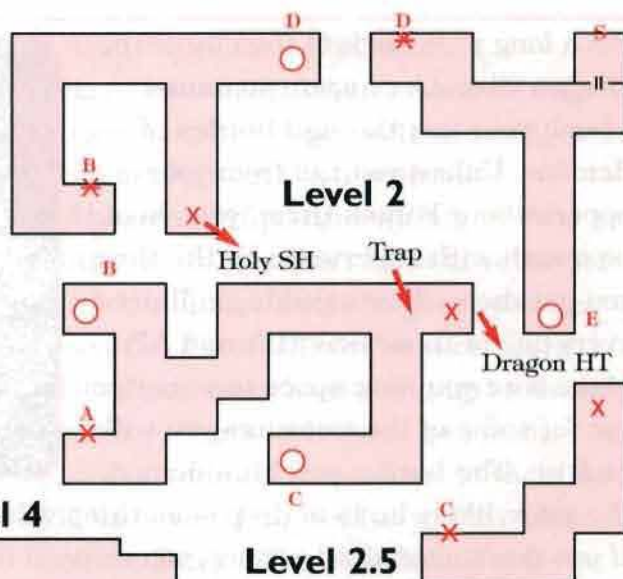




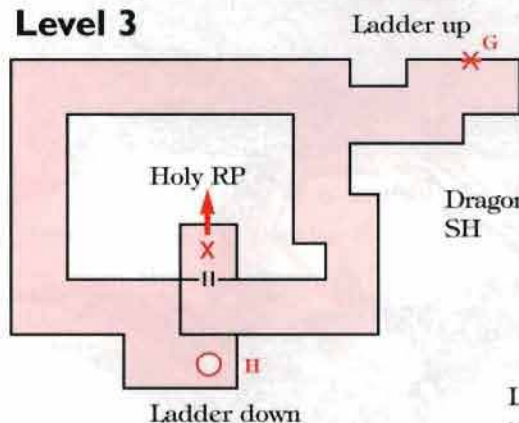
Level 1



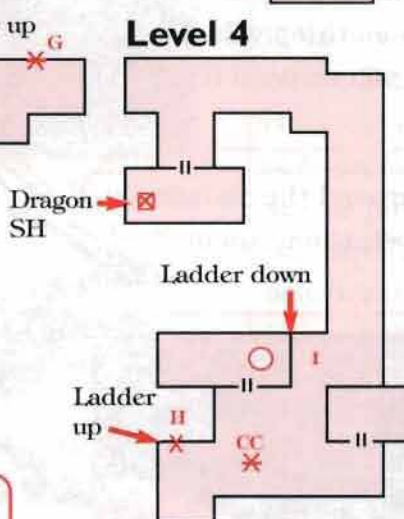
Level 2



Level 3



Level 4

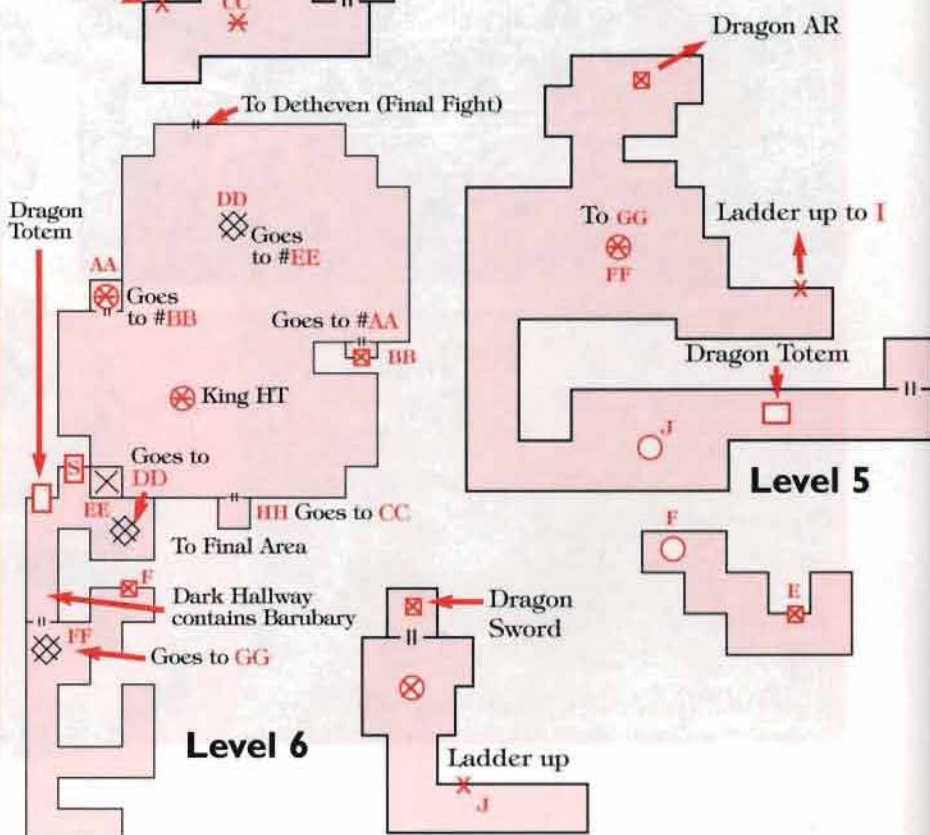


Level 2.5

- ⊠ Back to dungeon
- S Recharge pool
- Ladder down
- ✕ Ladder up
- X Treasure Box
- Dragon Totem

The Dungeon with No Name

Go back down to the elevator from the Dragon City and down the stairs to the room of the Dragon Elders. Charge up your HP and AP in the healing pool there. Press the X key to call up your stats and look in the location box. This place has no name. Perhaps it's a secret hideout. Anyway, once you leave here, head south for the stairs down to the last section of the Infinity Dungeon.



Level 6



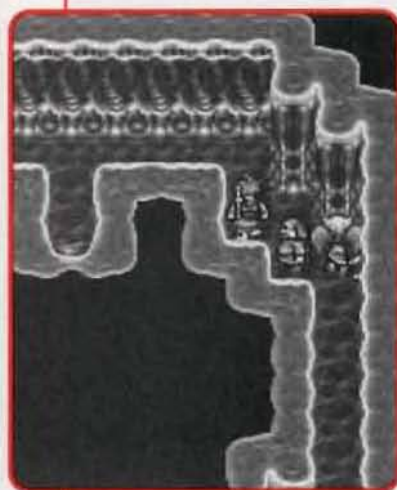
This place is really crawling with demons, and they are the nastiest yet. The Carms can slice you up, and they can also throw spells like Hail that will savage your whole party. Conches are immune to spells (but not item magic), though they're slow and don't hit too hard. Magicmas throw nasty spells; make sure you kill them quickly before they get off more than one BoltX. Fortunately, they aren't too tough. Skeletons can cause a variety of ill effects (like Poison or Zombie) as well as a lot of plain old-fashioned damage. The Dragons cast a mean FireBrth, and watch out if they slam you! The Amons can strike twice in a turn for a lot of damage, and they are very tough besides. Worst of all is the Hellion; try your cold-magic to defeat him.

With so many demons around, you normally wouldn't go on a treasure hunt, but in this case, you should get some of the Dragon weapons and armor

for the hero. Nothing in any Armory suits him quite so well, and you'll certainly need the best equipment you can find for the upcoming battles. Go down the ladder

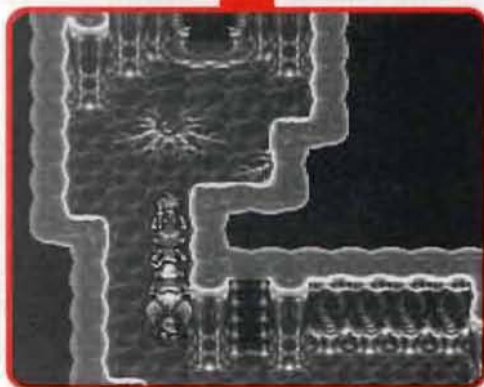


and head west to the doorway north. Go back east through the next doorway north. Head down the ladder to the next level. Follow the pathway south to the room at the end of the corridor. Pick up the HolyRP there and arm the hero or Jean with it, since it kills undead, well, dead. Why couldn't we have had this levels ago? Go back to the base of the ladder and head west. Follow the passage around to your south and east. After going down the next ladder, go to the north of the one way teleporter for the passage down, or take a side trip to get the DragonSH by following the passage north to the room at the end. Go to the room north of that teleporter and climb the ladder down to the next level. You can get the DragonAR by skirting the wall to the room up north. Now head south around the teleporter and follow the passage east to the last ladder down. Then save at the Dragon Shrine.



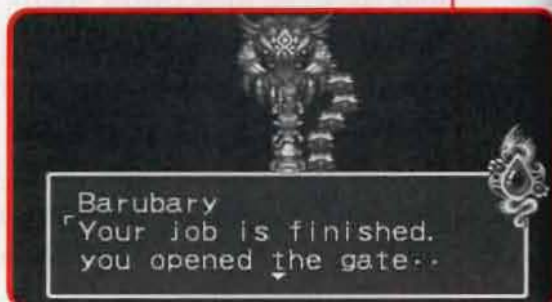


Follow the last path to the west and north and avoid the teleporter to get to the DragonSD. This is the biggest weapon you can get for the hero (the only thing that does more damage is the MeowST for Katt, but good luck finding one!). Now stride boldly back up to the teleporter you avoided on the level above and appear just south of the passageway to Barubary. There are other treasures, but you now have what you came for. When you appear in the chamber, heal up and head north through the doorway.



Settling Old Accounts

It's dark here, but the demon that has haunted your dreams since boyhood will appear. Barubary gives you a good fight even though he has a weakness to Air spells. Once you have defeated him he will compliment you



and challenge you alone. If you agree, he maintains his weakness. If you choose to fight with your whole team, Barubary loses this weakness and fights harder with double strength ColdBrth and FireBrth. He has 5,000 HP and more than enough AP to keep you off balance. Which option you choose depends upon how much confidence you have in the hero's ability to deal out damage. Don't even consider fighting him alone if you don't have a twelve-pack of Extract.

This fight is desperately difficult because Barubary delights in dishing out area damage spells. Trying to use an Herb or even a HelpBL when your whole party has just lost 120 HP in a turn is a losing proposition. It's time to haul out any Roasts you have saved to completely restore lost HP, or best of all Van.Ext or MoonDrop, which

brings back dead characters. If you happen to have Rand or Bow along at a high-enough level (Level 35), you can effectively use Cure 3 or Cure 4. Carefully track characters combined with shaman, and heal them when necessary. They'll lose those combos if their HP levels drop to 25 percent or less of their totals. It's a long walk back from Granny's laboratory!



Once you have crushed Barubary, head north out of the darkness and see a Dragon Shrine, a healing pool, and a teleporter to the lair of the big boss. If you had a hard time with Barubary, put on a few more levels. This location is the level express. Walk around, have a battle, drink from the pool, and wander around some more. When you feel ready to end the demon reign forever, step on the teleporter. Remember to save before you leave!

If you are feeling feeble and are running low on healing, go to the Dragon Shrine and change out some of the party members who have fresh AP. Cast healing spells on your hit team, and then change the party back.

Monster with a Capital M

Death Evan (Deathevn) is a master villain of the first order. He will trap the hero and destroy his friends before his very eyes. Each team member will have his own

special text as Death Evan kills and the hero looks on, powerless to stop him. To return control to the hero after Death Evan leaves the screen, press the control pad from side to side. The hero will now follow Death Evan into combat with some very pretty special effects. It's you against ultimate evil, and you *must* win.



You appear in a large room. If you insist on exploring, you will find several additional teleporters that shift you around the room or other parts of the dungeon and a chest with a KingHT inside. None of this is worth bothering with. Head north for the final fight.

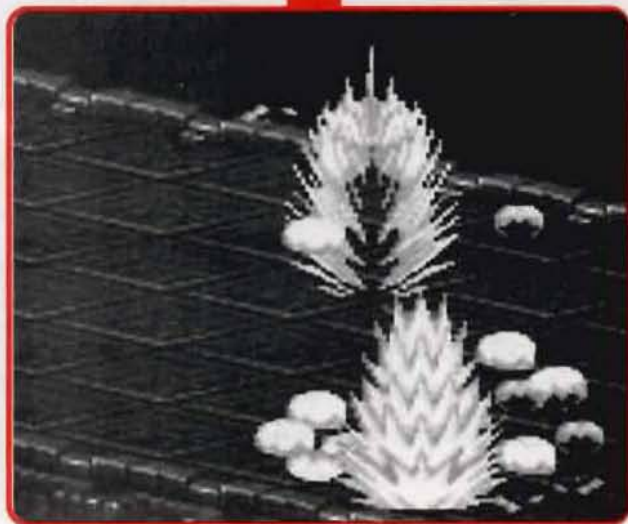


And now her wish will
come true.
Her life is over.



Death Evan has several spells you've never seen. "Be God's Food" is a 60 AP, 60 HP area drain (hope you stocked up on W.Fruit before you left Dologany!). The Explode spell is also another group-damage spell that does 180 HP to each character. The BoneLzr does a mere

120 HP to everybody. His FireBrth and ColdBrth are double strength and do 100 HP. Disappear cancels all spell boosts, such as Atk-Up or Def-Up X, that are in effect. Watch out for that Death spell, too, though the higher level you are, the less chance it has to work against you. Death Evan has more than 10,000 HP and enough AP to fight all day. The only good news about this fight is that the big guy has no true healing magic.





Come prepared with your best healing items. Now is the time for those Roasts you have been stockpiling, the Extracts you earned on Monster Island, and any Van.Ext or MoonDrops you found along the way. Put the TigerSD in your item list for its Cure2 ability if you don't have the heavy-duty healers (Bow or Rand) with you.

Maintain the pressure with your two biggest hitters, and have the other two cast healing magic. Best of all, cast an Atk-Up on anyone who's going to strike at Death Evan for double damage. If you have the chance, use Def-up (or Def-Up X) and Ag-Up. Don't expect to get anywhere with spells like Def-Down or Pwr-Down. It's just a long, tough fight. Even your massive damage spells like BoltX don't do all that much damage (not compared to the AP cost, especially when you might lose 60 AP to one of Death Evan's drains in a turn). Death



Evan casts a random mix of spells, so you may have a very tough time or you may have a relatively easy shot (even easier than Barubary). Remember, when characters lose 75 percent of their total HP, they lose their shaman abilities. Keep your people fresh if you can; plan your healing strategy carefully. Death Evan may try to cancel out group combat adjustments with his Disappear spell. This is the time

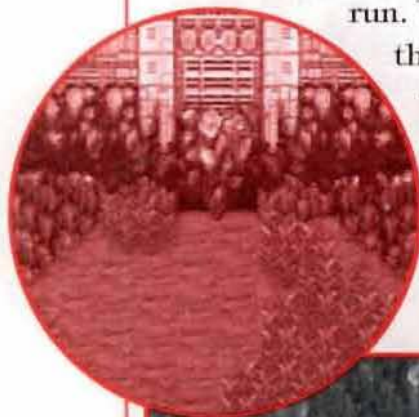
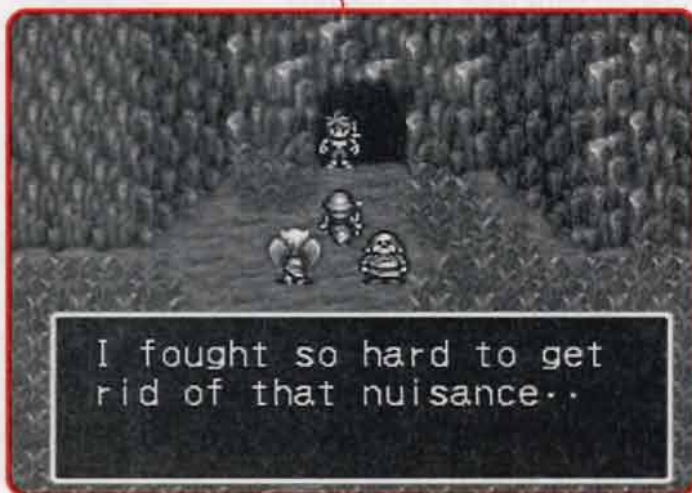
to cast group healing spells. Also, if you cast Atk-Up late in the turn order, the spell will take effect after the Disappear and be useful next turn.



**But Wait, There's More**

Once you have defeated Death Evan, you are teleported to the ramp leading out to the final scenes. Now is the time to rearrange your party because the last person in the marching order has a unique comment about the end of the quest. (If you really had fun, you might try fighting the final battle again with a different mix of characters. It can be a real challenge.)

Don't be too quick to drop your controller and run. You should wait for the rest of the story, which depends upon whether you got Township airborne. Somebody needs to stand guard for the possible return of evil and if the city and Ganer aren't available, only a hero will do.



Your quest is over and evil is vanquished. May the providence of the Dragon God be with you!

Chapter 18

Troubleshooting and Spoilers



In our humble opinion, this strategy guide should be all you need to defeat ultimate evil and save the world.

However, this game is so big and the world so rich, we may not have explained something in enough detail. To prevent players from calling us in the middle of the night with a need to know, we've included the number for the Capcom Hint Line. The happy, helpful game counselors at Capcom are pros, and they are available to help you. Tell 'em Ray sent you.

CAPCOM HINT LINE 1-900-680-2583 \$.79 per minute for recorded information available 24 hours a day. \$.99 per minute to speak with a live game counselor Monday through Friday 8:30 AM-5 PM Pacific Standard Time.

Must be 18 years or older or have parental permission. Touch tone phone required.



Big Smoldering Holes

All of us here had differing opinions about this section. The strategy guide publisher wanted you to have every hint and tip we could find to improve the value of this book. The game publisher wanted us to keep our big mouths shut about several of the really unbalancing tactics we found in the game so it would be more challenging. So, we compromised. We won't hand you *all* the secrets of the game so there are still some surprises, but you will be able to make it to the big finish with real panache. We've played this game to its end many times during the course of writing this book, and the game plays differently depending on your team mix. We expect that a few of you will want to replay *Breath of Fire II*. For that select group, we compiled the list below. To use any of these tips the first time through the game will remove some of it's flavor. The secret of GoldBars goes with us to the grave (you're welcome, Justin!).

Chapter 1 Overview and Strategy

Certain pieces of treasure raise your stats. Unless he already is using something better, don't bother giving these treasures to anyone but the hero because he will be with you in every fight. Always give items that raise stats permanently (like Stamina) to the hero.

Keep all your money in the bank when you go monster hunting. The only

penalty you suffer when your whole team dies is that you lose half the money you have with the party. Because there is a bank in almost every town and you will be gaining coins every time you mug a monster, you have little reason to carry cash. But there are exceptions: when you are (a) going fishing and think you might find Maniro; (b) going into the Memory Tree; (c) going into SkyTower; and (d) going to Township, unless one of your villagers has opened a bank.

Dead characters don't participate in combat or gain experience when dead, but they can use their special abilities over land. This means the dead Jean hops across the map; the dead Bow still hunts. To bring that rolling dead Rand-Ball back to life, all you have to do is go to an Inn to sleep.

Bigger is better. Make sure that you build up the characters you are going to have to leave behind for a while; this means Bow and Rand in the early game. Then remember to rotate characters in and out to keep the levels piling up.

Chapter 2 The Joys of Youth (HomeTown and Mt. Fubi)

Spend lots of time mugging monsters near HomeTown for the experience because your room gives you access to free healing. For a ready source of cash, frequent the fishing spot east of HomeTown, which is well stocked with Unagi and Srdn. At this stage you can make more money fishing than any other way.



Chapter 3 Rude Awakenings (Coursair)

A funny thing about poison, it affects you only when you are *walking*. So if you are fresh out of Antdt or just plain cheap, put Rand in the lead and use the Rand-Ball express to get as close as possible to the next town. As soon as you walk through the city gates, the poison stops affecting you. Now go sleep the poison off in the Inn. You can also ride the whale, the Great Bird, and the hopping Jean to avoid the effects of poisoning.

Chapter 4 Nina is Missing (Mt. Rocko, Windia, and Capitan)

When Granny gives the hero his first set of Dragon powers, he should use FirPuppy at every opportunity. Keep a stock of Wfruit and Herb to make sure he has the AP's to use those powers. Combat against a single big opponent can follow this order: A faster team member uses Wfruit on the hero, the hero uses a Dragon power on the foe, and slower characters use healing on the hero to make up for damage

caused by Wfruit or the opponent. Against any single foe except a Boss, the fight will be very short.



Chapter 5 The Witching Hour (Witch's Tower)

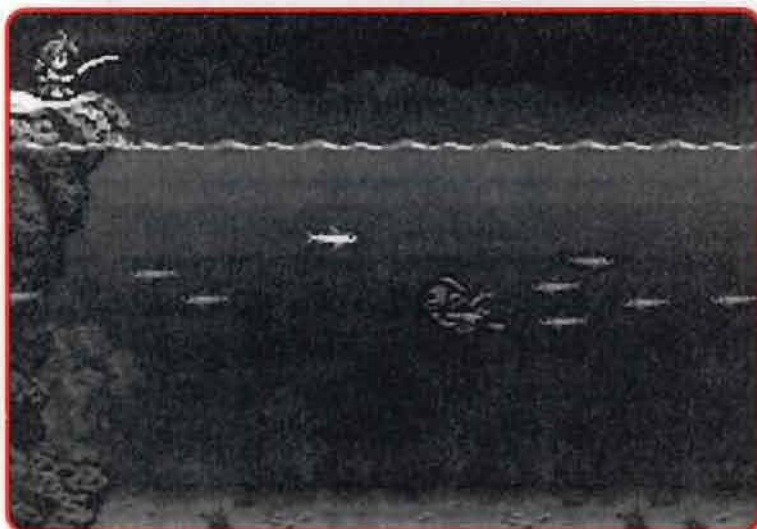
The gaming parlor in the tree house town is nice in the mid-game if you get lucky, and it gives you something to do with the Tolens you keep finding. The Arabic town has the best looking buildings when they are painted and the Cond. Up drink makes you proof against some magics. In our so humble opinions, however, there is no excuse for choosing any carpenter type other than the European one. You can cook up lots of beneficial things in the kitchen with some experimentation. Here's the recipe for a real showstopper. Hunt near Township and get several Roasts. Make Extract by cooking up four Herb. Cook the Extract and two Roasts, and you get Medicate, which doubles one character's offense for one battle. You'll have to find more recipes on your own, but if you stock up on provisions, you will have tricks the designers never intended for you to have this early in the game. Now go pick fights with monsters bigger than you are!



**Chapter 6 The Great Circle Route
(Wildcat Club)**

If you find yourself getting really battered in here, don't hesitate to walk out the door and come back later after you've slept at the campground. If you've run low on healing items, you may want to go back to Capitan and stock up.

Maniro the Merman shows up at several fishing spots and always has spiffy stock. Here are some of the places he shows:

**Chapter 7 SimaFort Follies
(SimaFort Cooking Contest)**

The camping space near SimaFort is a great place to wander around spoiling for a fight because sleeping out in the open provides free healing. Alternate beating up monsters with a refreshing nap in the open air. Repeat as often as you have the patience.

Get the second stage of Dragon powers when Jean first joins you, or you will not be able to get them until the end of the SimaFort sequence. The IceDrgn makes a great finishing move on the false Jean.

**What Your
Money Buys
You from
Maniro****The Item Shop near W.Cape**

Item	Cost
Cond.Up	1,000
F. Spice	100
ShaveIce	100
Frizbee	100
Medicate	100
FireRock	800
KmikzeBL	800
IceChunk	800

The Armory near Coursair

Item	Cost
SilverDR	1,200
IronML	1,400
KnightHT	790
SilkGL	1,200
IronSH	1,200

The Item Shop near Tunlan

Item	Cost
Charm	1,000
IronBR	1,000
D.Earing	1,000
WiseHoop	1,000
GutsBT	1,000

The Armory near Wildcat Club

Item	Cost
BusterSD	2,200
WiseRB	3,000
NationHT	1,800



Chapter 8 For Love of Money (Trout's House)

Have you been wondering where some of the silly villager names came from? So did we, until it dawned on us that the arms dealers were all named after real world arms: Remington, H&K, and Baretta. In case you want something else to keep an eye out for, bear in mind that these are not the only name puns in the game.

Chapter 9 A Whale of a Tail (Inside Grandpa Whale)

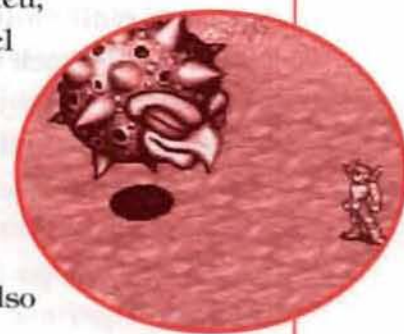
If you feel lucky, you can now break the game. As soon as you have Grandpa Whale, travel to Guntz and buy as many ShaveIce, F.Spice, and Frizbee as you can afford. Also buy some Smoke. Save the game at the Dragon Shrine in Guntz because you may not be coming back from this trip if you are at levels 10 through 15. Take Grandpa to the beach on the southeast edge of the main continent that empties onto the desert. With Katt or Bow in the lead, travel north at night, and go for the almost invisible circle in the desert. Use Smoke to reduce the chance of encounters. Any creatures you are likely to meet in the desert will be much tougher than you are. If you get a Lead-Off attack, just run.

You will arrive at the home of a hero from the first *Breath of Fire*. Bleu is an ancient sorceress of great power, and you can now add her to your team! She is not home right now, but you can rifle her drawers while she's gone. Get out of the desert alive, and head back to

HomeTown. You will now be able to add a 35th level character to your group for no more effort than talking to the young girl in the southwest corner of the classroom on the second floor of the magic school. Save the game in HomeTown, and try for the big gamble.



Monster Island it just north and east of the Monster Hunters' Hut. Beach Grandpa on the island and try to encounter roulette. At this level, even with Bleu, you are doomed if you encounter a giant Gonghead because he is proof against all spells, casts Cure4, and has 1,000 HP. An encounter with the K.Sludge will be an even shorter fight because it casts Death on each member of your team. If, however, you encounter the fearsome Chorking, kill it in one shot with an F.Spice or ShaveIce. Have the whole team use these items, because the Chorking goes first and will kill a couple of your characters. The A.Sludge is another welcome fight because all you need is Bleu to throw a Death spell. While running with Bleu, you can go up one level per encounter on Monster Island—or die quickly without fanfare. It's the level express at this stage of the game, but it's also highly risky.





If you want to play it more conservatively, take the same pile of F.Spice from Guntz and take the whale to the SeaCave near Coursair. Cut a swath through the monsters to get the good treasure on the west path. You can't catch the Uparupa because you haven't gone to the circus at Tunlan yet. This is OK, because you'll be able to defeat the Uparupa when you return with a fresh load of F.Spice, the loot from the SeaCave, and the experience you gained the first time through.

Chapter 10 Closing Acts (Uparupa Cave)

Go directly to the Tunlan Armory and plunk down the coins for the TwinBW. You really won't need another weapon for Bow the rest of the game except for some special situations. Two shots per combat round makes Bow a formidable fighter, and as he gains experience he is also your combat medic.

You can avoid the whole Algernon fight behind the Monster Hunter's hut. Monsters that refuse to stay dead are just too annoying! Even with the tips from this book, you'll have difficulty beating Algernon. You don't have to fight him to progress through the story, but if you really want the experience, you can come back after you escape from Evarai. Then you will be able to crush Algernon and his backup band with deceptive ease. But if you are really crazy, go for it now. In any case, save before you go to the SeaCave to catch the Uparupa.



If you ignore Algernon, you can get OwlFruit from another source! Buy one from a man on the stairs in the SeaCave. It's a bargain at 1000c. You'd spend three times that much in F.Spice and HelpBL's fighting Algernon. Placing the OwlFruit to catch the Uparupa can be tricky the first time, but you have a big advantage because you have this book and know which cave the Uparupa inhabits. If you moved off too far and didn't catch the Uparupa, reset and come back to the SeaCave for another try.

If you kill Algernon, when you go to the Uparupa cave, use those extra OwlFruit you got behind the Monster Hunter's hut to lure out a succession of the other Uparupas before you go to subdue the proper Uparupa. You will pick up a lot of experience at no risk to your skins. You already risked it all going after Algernon, anyway!



Chapter 11 Talk to the Vegetables (HighFort)

Don't worry about Sten meeting up with Shupukay fairly quickly. In fact, making a beeline for her once you've parted from Turbo makes sense. The sooner you find Shupukay, the sooner you are reunited with the team. Collecting treasures is much easier as part of a group.

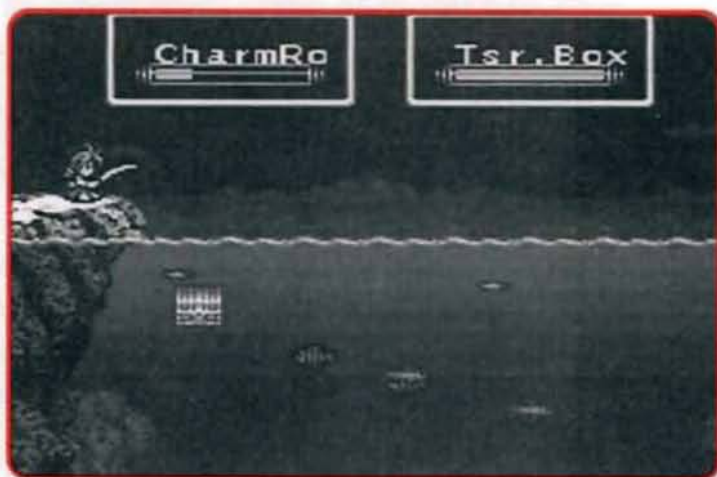
To refresh AP's in a dungeon, have Spar (in mushroom-girl form) use the SPOR ability to put a spell-casting monster to sleep. (This doesn't work on undead or spirits.) Then *don't* attack the sleeping monster physically. Have characters do Defense instead. All characters with Drain or a CrmsnCL can suck the AP out of the Demon without awakening it. Then once you've sucked it dry, you can mash it.

Chapter 12 Musical Aptitude (Tunlan)

With the healing pool handy, Maori Island is a great way to build up some levels now. Take your crew to the top of the mountain battling all the way, and then head back to the pool for healing. If you're really tricky, you can do this before you get the right mushroom. Whenever you pick the wrong mushroom, you're teleported back to the assistant. So you get to avoid all the monsters on the walk back—a quick way to get to the healing pool. You can even go back to HomeTown and swap out for different team members to get them some levels, too. When you're tough enough, pick the right mushroom and end the sequence.

Chapter 13 Change in the Weather (Fog Valley/SkyTower)

The foggy valley includes some very tough opponents. If you've got a Death spell handy, use it on the Ogre and the



Mamots. They'll fall over every time from a Death spell, and that's more than 7,000 points of experience on the hoof. Yum yum.

You can find Treasure Chests in a number of fishing areas. We found them in the fishing spots north of Gate, north of Monster Island, and northwest of Bando (next to three mountains). You can search for others. Retrieval of Treasure Chests is definitely tricky, but it's a lot easier with the right technique. Once you've hooked the chest (Urchin is best as bait because it drops fastest) it lights up to show you've got it, just like a fish. Press the A button to pull the chest up a bit; the trick is to press the A button again at the height of each upward movement of the chest. If you've got the pattern right, the chest gets pulled up into your waiting arms. It certainly helps if you've got a CharmRod



(which you get in Chapter 15), and if the hero is strong. The hero, of course, gets stronger at higher levels. You can find some mighty fine items in Treasure Chests. And you'll certainly reap rewards on a treasure fishing expedition around the world on the Great Bird.

Chapter 14 Homing Pigeons (FarmTown and Windia)

Rand's solo fight might be a bit easier if he uses some of the nasty item magic you've gathered, such as E.Spice. Also, a Roast or two can sure help Rand stay in the fight!

Chapter 15 Looking for Trouble (Evarai, Cotland, and ThvsTmb)

Before heading to Evarai, go to the island to the southeast with the Great Bird. The hut on the island has a good armory. If you shop liberally there, nothing in the sewers below Evarai should bother you too much.

If Nina is along, you can easily clean out the Treasure Chests on the second level of ThvsTmb by putting her temporarily in the lead. When holes come along, the party does not fall in.

Chapter 16 The War (Cotland, Bando, and Evarai)

If you have the oomph to kill the northwest and south Guardian eyes first, then the remaining northeast eye cannot attack. You can now sap and drain it, as well as the old man, with impunity.

You'll find a very rare fishing spot on the island southwest of Cotland on the west

side of the peninsula; this island is the easternmost of the two. The fishing spot is off its coast. And the island itself is another level express if you have Bleu along with her Death spell, or if you have Dead Soup. The Mamots just don't stand a chance.

Chapter 17 Infinity and Beyond (Dologany and Infinity Dungeon)

The Infinity Dungeon is an endurance contest. The single most important thing to bring with you is the TigerSD, which has a built-in Cure2 spell, which you can cast at no AP cost. The second most important thing to bring is a HushRG, which has a Hush spell. In general, bring magic items that don't wear out. Make full use of the Drain spell and the CrmsnCL, as well as Nina's Will ability to keep AP's flowing. A large supply of Roasts is the final piece.

Appendix A

Important People

Granny and the Shaman

Granny is quite willing to help bind powerful Shaman spirits to your fellow Ranger, but she is a little senile. If you need to know how this spirit binding works, tell her “no,” when she asks if you want one. If you tell her “yes,” she will happily start the process without explaining.

There are six Shaman: Fire (Sana), Water (Seso), Wind (Spoo), Earth (Solo), Holy (Seny), and Devil (Shin). They combine in a variety of ways with the different Rangers. A full listing of the possible combinations and their effects are listed in the Shaman table on page 190. But there’s a quick and dirty major list below of the most beneficial and spectacular combinations.

Not all combinations of super-characters are possible in one active team. For instance, super-Bow can’t be in the party with super-Katt, super-Jean, or super-Nina. Similarly, super-Jean and super-Nina can’t be in the same group. You can, however, make groups like Nina, Spar, and Rand; or Sten, Katt, and Jean; or Bow, Rand, and Sten (or Spar).

These teams have some terrific powers at their disposal, and most of their stats go up, too. They’re perfect for invading the Infinity dungeon. Try them out!

Beneficial Combinations

Character	Required Shaman
Bow	Holy/Devil
Jean	Holy (Water, Wind)
Katt	Devil (Fire, Water, Wind)
Nina	Holy/Wind
Rand	Earth/(Fire, Water, Holy)
Spar	Fire/Devil; Water (Wind, Holy, Devil); Earth (Water, Holy)
Sten	Fire/Wind

Township Villagers

More than 24 possible villagers can come back to your town. Unfortunately, each of them is tied to a location in your town and if you fill that house with someone else you won’t be able to get that character to return with you. When you fill your first three houses and return to



the special building of your town, the carpenter will ask you for 1,000c to expand. You will not get a second chance, so have the money in hand. Some time will pass before construction starts, so you should return and check after each quest. As soon as you see empty buildings or talk to someone on the second build list that wants to go to Township, you are in business.

Be on the lookout for Pachirie and the weaponsmith Garber. We had only so many hours to spend on this part of the game, and we had not placed these two by press time. Besides, we wanted to leave at least one mystery for you!

Build cycle 1

Choose one for House 1



Woopi the psychic will give you clues about your current quest. Find her on the second floor of the church in HomeTown.

- Cat is a pet and will talk to Katt when she is in her Shaman form. Find them in a hut on the westmost finger of land. Take the whale to the beach nearby.
- Macotti is the homeless man in the bathroom on the first floor of the Pub in

Coursair. While grateful, he doesn't seem to do anything.



Azusa is the hunter you meet in the cave in Mt. Fubi on your first trip to the ruins. He will share his secret hunting spot with you. This is a great source of Roasts early in the game.

- Watt the riddlemaster will come with you after the carnival moves to Tunlan and before you go on the quest to free the GrassMan. If you take him back to Township and answer all his riddles correctly he will tell you how to find a powerful ally.

Choose one for House 2

- Win is the fellow in the northwest cave inside of Mt. Rocko, where you fought the Joker gang. He will change the color of your text window during the game as many times as you wish.
- Lemington is the traveling salesman you meet on the second floor of the Inn at Capitan. His armor and weapons are of good quality and he is worth picking up.



Lemington Armory

Name	Cost	Effect
KingsSD	1,980	+28 Offense, +Special Percentage
WonderRP	1,980	+32 Offense
MightyAR	2,980	+30 Defense
DemonSH	980	+10 Defense

● You can find MacClean on the beach near Whale Cape. He will take you to his secret fishing spot where there are nothing but Snpr and Plwms. This is a license to print money.

● Bockden is the teacher in the cave north of Gate. He will open a Dojo and improve the total AP of the team by 12. Choose the character you want to benefit, put him in the lead, and have him talk to Bockden. Each time, the character's AP raises by one point. You will need Spar to get there. Bockden is worth the wait.

Choose one for House 3

● Poo is the grifter from the hallway in the second floor of the Pub in Coursair. He will clip you for 3000c if you let him. Just say no to this red herring.

● Kay is the doctor you will find in the second floor of the Church of Coursair. She will give the party a shot that makes them temporarily immune to poison.

● Baretta the armorer wants to travel the world and open a weapons shop. You meet her in the Armory in Windia. Her selection is pretty poor at first, but the longer she stays in Township, the better her selection of weapons becomes.

Baretta Armory (start)

Name	Cost	Effect
LongSD	620	+16 Offense
BronzeST	940	+25 Offense
WoodenDR	290	+10 Offense
SuedeAR	300	+6 Defense
SaladBwl	60	+2 Defense
SteelAR	120	+3 Defense
RistBand	10	+1 Defense



Hekkeller
"Pardon!? You say you
made a new town?"

Hekkeller the arms seller is in the front room of the house, west of the hero's boardinghouse in HomeTown. This guy brings fire weapons to the party—a great early game strategy.



Hekkeller Armory

Name	Cost	Effect
FlameSD	3,200	+37 Offense, Flame Spell
BurnKN	2,500	+34 Offense
FireRG	2,600	+35 Offense, Spark Spell
FireBW	3,600	+42 Offense, Does Fire Damage
HeatST	3,000	+43 Offense
MagmaAR	4,700	+35 Defense
FlameSH	3,700	+18 Defense

● Back is the hidden character on the island of Guntz. Go into the Armory, skirt the inside of the south wall headed east, and tap the A button. He should speak up and offer to improve the defense of your armor. There's a reason they hid this guy!

Build cycle 2

Choose one for House 4

● You find Baros the magician in the Inn of the Children in Memory Town inside the Great Tree's Mind. If you have one AP and less than 10 HP, he will teach you a spell. He will do that four times, so choose wisely. The spells will be completely random so you're never sure what you will learn, including spells you already know.

● You find Karashnikofu the weaponsmith wandering around on the second floor of the northernmost

building of Guntz. He is an armorer of excellent craftsmanship. He charges accordingly, but he has things you can find nowhere else except in monster's treasure hoards.

Karashnikofu Armory

Name	Cost	Effect
KingOfDR	6,200	+56 Offense, +3 Defense, Def-Up Spell
BirchST	5,500	+58 Offense
GradeDR	5,100	+58 Offense
PierceRP	4,600	+50 Offense
SilverAR	5,800	+40 Defense
SlashGL	4,100	+50 Defense
WhiteSH	4,300	+26 Defense



Locker
"My name is Locker and
I'm a painter."

Locker the painter is in the building east of the Inn in Capitan. He will paint your town different colors until you have it just the way you want it. He is a little temperamental.



Choose one for House 5

● Hanz the item merchant is in the front room of the house west of the hero's boardinghouse in HomeTown. He has things that will be very helpful throughout the game, and we strongly recommend him.

● El is the mercenary guarding the vault in Tunlan Castle. Once you have saved the queen, he offers to guard your town. Things get interesting when he talks to Sten.

● You can encounter Yozo in the northwest corner of Windia castle. Nina must ask him back. He starts a Dojo and will boost a character's AP by 12. But you must be persistent and ask him many times.

Hanz Item Shop

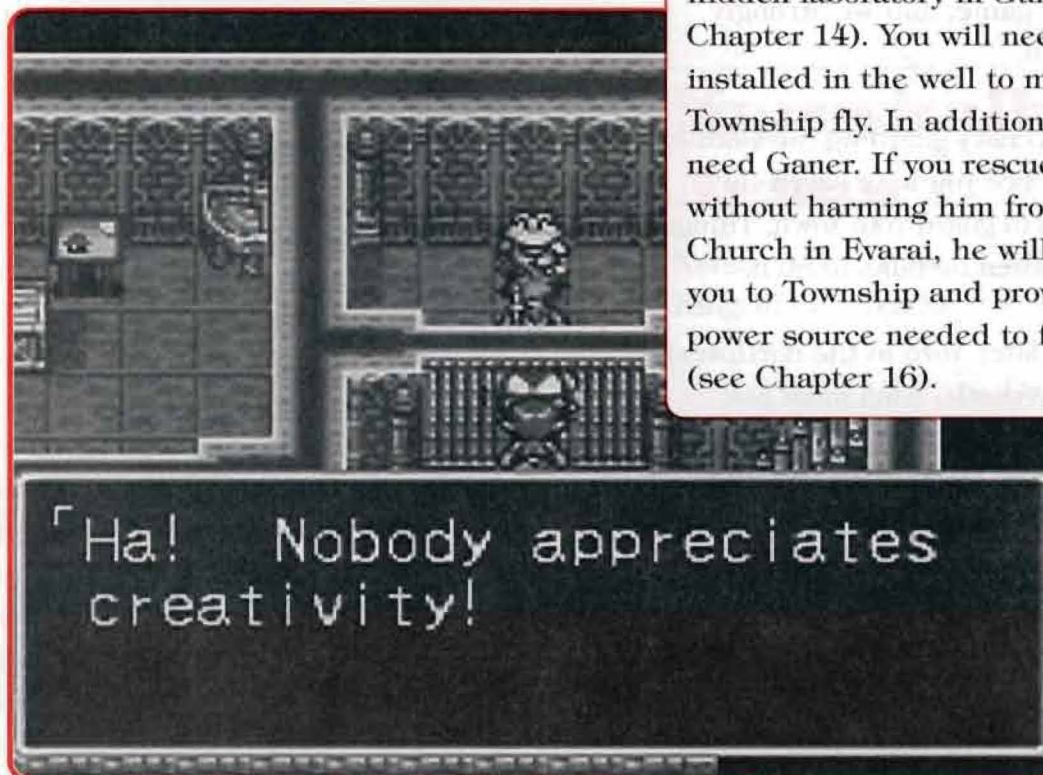
Name	Cost	Effect
Charm	1,000	Protection from Curse
IronBR	1,000	+10 Defense
D.Earing	1,000	Protection from Sleep
WiseHoop	1,000	+10 Wisdom
GutsBT	1,000	Increase Guts
Cond.Up	1,000	Increase Condition Excellent
Medicate	500	100% Offense Increase (one battle duration)



Martin is an adventurer hidden in the Inn in Tunlan. Walk east along the south wall until you stop abruptly. Hit the A button to learn his secret plan. If you're lucky, you may see him later in the game.

**Choose one for House 6**

- Sumner the song writer is in the east residence outside of Tunlan Castle. He will play different game music if you bring him back to Township.



Salvador is the frog sculptor you can rescue from the jail in SimaFort. He will sculpt statues for your town of each the characters and has something special in mind for Jean. Be aware, though, that a character is unavailable for 10 days while sitting for a statue.

- Daiye is the fishmonger from the second floor Inn in Windia. With him around, you can buy any kind of fish. This can come in handy for specialty healing when you can't get to a regular town.

- Surfy is a banker who is on the spit of land in the far northeast corner of the world. You will need Sten or Jean to get you there. She is invaluable because she provides the only place to store things in your town.

Other Villagers

Several other villagers will make a real difference to your town. One is Eichichi, an engineer who has a hidden laboratory in Guntz (see Chapter 14). You will need Eichichi installed in the well to make Township fly. In addition, you will need Ganer. If you rescue Ganer without harming him from the Grand Church in Evarai, he will return with you to Township and provide the power source needed to fly the city (see Chapter 16).

Appendix B

The Characters

The information below includes an in-depth look at the growth path for each member of your team. It should help you plan on which characters to bring on each of the adventures based on their particular abilities. They all grow in power at different rates, but if you balance their level growth, all of them will be formidable by the end of the game.

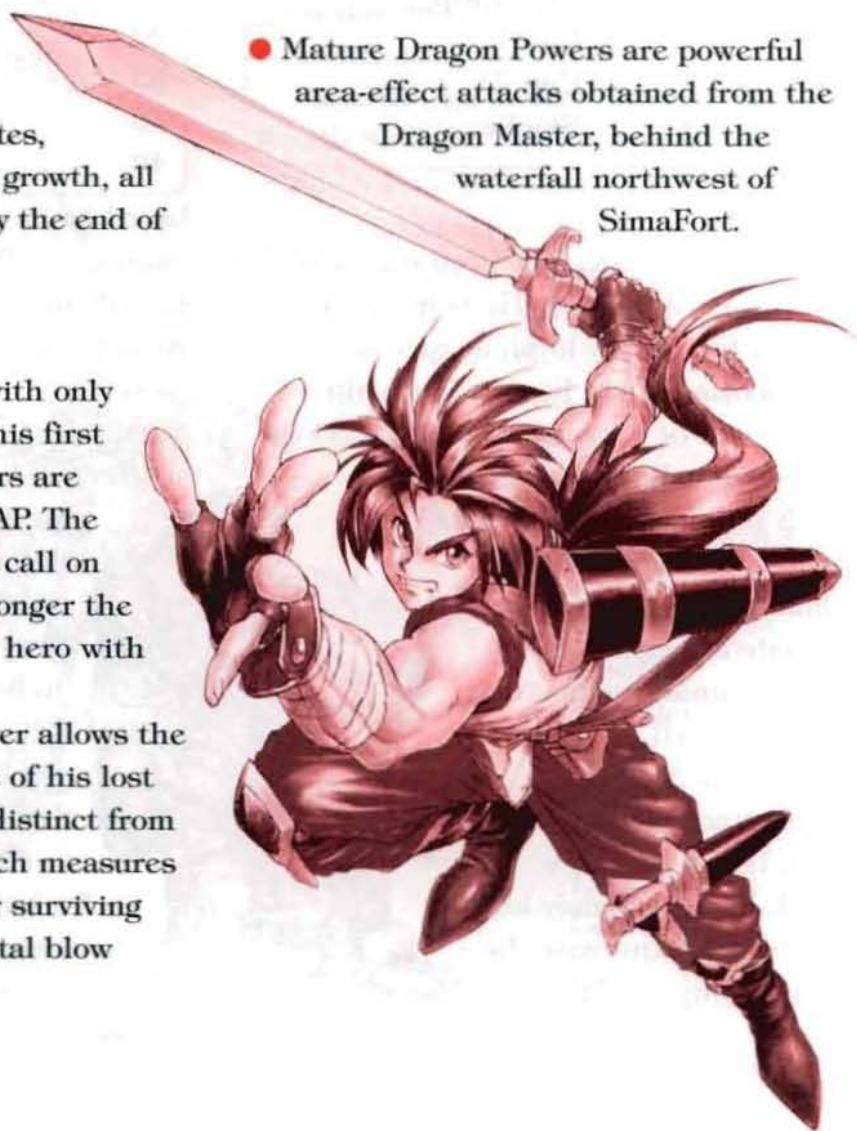
The Hero

The hero is a solid fighter with only minor magic until he gains his first Dragon Powers. These powers are strong but use all available AP. The more AP you have when you call on your Dragon Powers, the stronger the results. You cannot bind the hero with any Shaman.

Special: GUTS—This power allows the hero to recover a percentage of his lost HP by pure spunk. (This is distinct from the Guts characteristic, which measures the likelihood of a character surviving what normally would be a fatal blow during combat.)

Hero's four levels of Dragon Powers:

- Dragon Puppy Powers are effective single-target attacks obtained from Granny, north of Capitan.
- Mature Dragon Powers are powerful area-effect attacks obtained from the Dragon Master, behind the waterfall northwest of SimaFort.





● The Grand Dragon Power is a powerful area attack that you receive from Ray during the fight at Great Church on Evarai.

● Anfini is the supreme Dragon Power, which you must earn from the Dragon Masters below Dologany. You cannot defeat the ultimate evil without it.

Hero's Spell Progression

Level	Spell
2	TimeWarp
6	Cure1
16	Cure2
19	Smoke

Bow

This skilled ranger has been with you since your childhood. He is not your best fighter but is very loyal, a crack shot, and accomplished hunter. His white magic will be very useful as he develops into a first-class monster hunter. With Bow in the lead you will reduce your encounter chances. He joins the party in Gate at Level 1. His best Shaman combination is Holy/Devil.

Special: SHOT—This attack always hits. Based on Bow's level, the attack may kill his target. Otherwise, he will do only one HP.



Shaman (Holy/Devil) Special: SPRY—Spray is a souped-up version of Shot that affects all opponents. It always hits and

Bow's Spell Progression

Level	Spell
2	Cure1
3	CurePsn
5	Def-up
16	Cure2
20	Renew
23	Heal
26	Def-UpX
30	Cure4
33	Cure3
36	RenewX
40	CureX

based on his level, Bow has a good chance of killing each target. Otherwise, he will always do at least 30 HP. Bow cannot hunt in his Shaman form.

Katt

After you best her in combat, Katt joins your group in Coursair. She is a skilled gladiator and starts out the fastest member of your party. Her keen senses allow her to hunt and surprise opponents when she leads the way overland. She will help you earn the whale, your first world-spanning transit mode. Katt gains spells, but does not have the AP to cast any of them for a long time unless you enhance her AP's in



some way. She joins in Coursair at Level 6. Her best shaman combo is Fire/Devil.

Special: DARE—If successful, Katt's outraged opponent will focus attacks on her and probably miss. She will be able to do a very damaging slam on this target the following turn.

Shaman (Fire/Devil) Special: KEEP—Katt declares her target and attacks the following turn with a spinning back kick for huge damage and a high slam percentage. Katt cannot hunt in her Shaman form.

Katt's Spell Progression

Level	Spell
9	Ag-down
11	Fireball
13	Hail
15	BoltX

Rand

After the dishonest prize fight in Coursair, Rand will follow your party. Rand is a farmer with an affinity for Namanda the Harvest God and is as strong as a horse. He rolls himself into a ball and carries the group along with the first team movement power. The ball is hard to maneuver and encounters will follow when Rand runs into terrain features.



Rand also has limited resistance to earth magic and takes additional damage from air magic. Rand joins in Coursair at Level 7. His best Shaman combinations are Earth/Fire and Earth/Water.

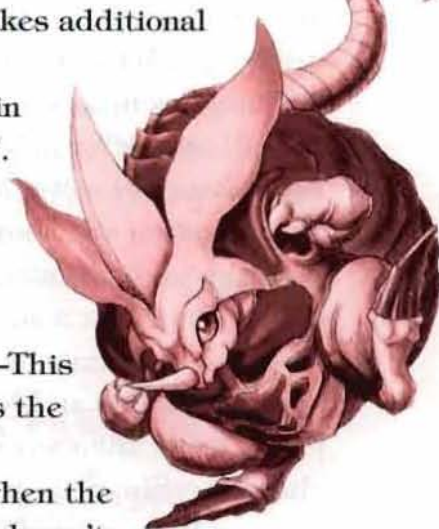
Special: WAKE—This special power slaps the target awake with minimal damage when the target is asleep. It doesn't always work and can sometimes cause great damage. Rand doesn't know his own strength.

Shaman (Earth/Fire) Special: WAKE—Rand's Shaman Wake ability is more reliable. Rand's Shaman form is so much tougher than his normal form that he doesn't need another special. Rand cannot use his special movement power in his Shaman form.

Rand starts with the following spells: Cure1, CurePsn.

Rand's Spell Progression

Level	Spell
9	Thunder
17	Cure2
24	8.0
27	Renew
31	Heal
35	Cure3
37	Cure4



**Nina**

You find the black-winged princess of Windia studying at the magic school in HomeTown. After helping her rescue her sister Mina from bandits, she shows her appreciation by joining your quest. She is not a strong fighter but commands a wide variety of magic and learns spells faster than any other character. She will also harness the power of the Great Bird to carry you across the world. She takes extra damage from earth attacks and has limited resistance to air magic. She joins the party in HomeTown at Level 8. Her best Shaman combination is Holy/Wind.



Special: WILL—Nina gets a few AP back based on a percentage of her total AP. This power does not always work.

Shaman (Holy/Wind)

Special: BNSH—Nina in her angelic form can cause most monsters to run away. You do not get experience for defeating these monsters, but you don't have to fight them either. Nina can still summon the Great Bird in Shaman form.

Nina starts with the following spells: Tornado, Thunder, Cold, and Spark.

Sten

This flirting entertainer joined your quest as an apology to Katt for playing such a trick on the hero. When leading the party, Sten's long arms will pull your group across narrow chasms. Sten is a war hero, a vigorous fighter, and a fire mage. Sten's

offense is much better than his defense. He takes

additional damage from ice magic attacks. Sten joins the Rangers in Windia at Level 9. His best Shaman combo is Fire/Air.

Special: RIP—Sten plays dead, making him less likely to be targeted and giving him a chance to

surprise his opponents. But Sten will take extra damage if he is hit using this ploy.

Nina's Spell Progression

Level	Spell
9	Ag-Down
10	Pwr-Down
12	Exit
13	S.Boom
15	Def-Down
17	Drain
20	Flame
22	Typhoon
24	Freeze
25	Angel
28	Death
31	Hail
36	BoltX





Shaman (Fire/Air) Special: SWCH—Sten can change the monsters your team battles if you draw a tough group. He cannot predict what new monsters will take the place of the original foes, and the monsters will appear fresh and ready for combat. This power will not work on level bosses. Sten cannot use his swinging ability in Shaman form.

Sten starts with the following spell: Spark.

Sten's Spell Progression

Level	Spell
10	Bomb
15	Flame
33	Fireball
38	Missile

Jean

Jean starts a bit out of shape for adventuring. Too much armor easily weighs him down, and he starts with low strength. Jean improves rapidly and learns a collection of useful combat spells. But he remains susceptible to fire-based attacks. He also can become a giant frog and transport the rest of the team with him as he swims and hops overland. Jean joins the team at Level 10. Jean's best Shaman combination is Holy/Water.

Special: JAB—Jean attacks every opponent on the screen. His damage improves with his level and the weapon he carries.

Shaman (Holy/Water) Special: CHOP—Jean declares his attack and swings his sword for 999 HP to all monsters if the attack works. Chop normally fails against level bosses. Jean cannot use his hopping movement power in his shaman form.

Jean starts with the following spell: Ag-Up.

Jean's Spell Progression

Level	Spell
11	Hush
15	Warp
17	Pwr.Down
18	Cold
20	Idle
30	Angel
32	Death
34	Renew

Spar

After rescuing Spar from being fed to a demon at the carnival, he joins your party in a quest for knowledge and to solve the mystery of the dying forest in Gate. With Spar in the lead, forests no longer bar passage. Spar can also get clues from the large trees scattered around the map. He joins at the carnival in Tunlan at Level 12. Spar has several major Shaman transformations.

Special: NTRE—Spar calls to Green, and nature will answer depending on Spar's level and the location of the fight. Nature will do one of the following:



- Cure All for 32 HP with sunlight
- Idle opponents when flowers bloom
- Attack all opponents when cacti explode (only in the desert)
- Execute a large attack on all opponents with Trees
- Give no answer

Spar's Spell Progression

Level	Spell
14	Def-Up
16	Idle
18	Exit
19	Warp
21	Sap
25	Drain
26	Cure2
28	Freeze
30	Shield
32	Def-UpX
36	Atk-Up

Shaman (Water) Special: SPOR—Mushroom-Spar has the ability to put monsters to sleep. Unfortunately, this power can backfire and put your team to sleep. The Shaman combination to get this ability is Water alone or Water combined with Wind, Holy, or Devil. Spar can still pass through the forest in this Shaman form.

Shaman (Earth) Special: BUD—Turnip-Spar declares its target and

flowers. The following three turns it rams that target for devastating damage. The shaman combination to get this ability is Earth /Water or Earth alone. Spar can still pass through the forest in this Shaman form.

Shaman Special: NTRE—Lizard-Spar has the same call to Green with a better chance of it being answered. The Shaman combination to get this power is Fire/Devil. Spar can still pass through the forest in this Shaman form.

Spar starts with the following spells: Cold, Cure1, Ag-Down, Pwr.Down, Def-Down, Hush, and Ag-Up.

Bleu

This hidden character is a magic user from *Breath of Fire*. Bleu forces her way into your party when you discover her because the hero reminds her of another great hero in the past. Although not an accomplished fighter, Bleu is very fast and comes with an array of potent combat and support spells. She joins your party at Level 35 and is a great bench mark of what your characters can grow into. You cannot bind Bleu with any Shaman.

Special: SHED—Blue gets all HP back using an Extract or Roast. With this ability she can stay in the fight for a very long time.

Bleu starts with the following spells: S.Boom, Flame, Death, Pwr-Down, Ag-Up, Atk-Up, Drain, Warp, Bomb, Freeze, Ag-Down, Def-Down, Def-Up, Sap, and Exit. She can be quite an asset to your party when you can find her and convince her that your cause is just.

Appendix C

Appendix C

Full Armor List

Name	+Defense	Price	Specials	Type	Hero	Bow	Rand	Katt	Nina	Sten	Jean	Spar
ArmyGL	44	12000	+8 Offense	SHLD	X	X		X		X	X	
Backlaw	9	990		SHLD	X	X	X	X	X	X	X	X
Bandana	1	10		HELM	X	X	X	X	X	X	X	X
BlindedAR	52	12000		ARMR	X						X	
BlindedML	28	6800		SHLD	X	X	X	X	X	X	X	X
BlindedSH	33	8000		SHLD	X		X				X	
BraveAR	60	10000	+5 Offense	ARMR	X	X		X		X	X	
BreathAR	25	2500		ARMR	X	X		X	X	X	X	X
BronzeHT	5	390		HELM	X	X	X			X	X	
BronzeSH	6	510		SHLD	X		X			X	X	
Bum'sCL	2	50		ARMR	X	X	X	X	X	X	X	X
ChainML	12	720		ARMR	X	X		X		X	X	
CharmSH	14	1350	Protection from Curse	SHLD	X		X			X	X	
CrmsnCL	64	13300	Drain Spell	ARMR	X	X		X	X	X	X	X
CrmsnRB	10	950		HELM	X	X		X	X	X	X	X
DemonSH	10	980		SHLD	X		X			X	X	
DragonAR	78	1		ARMR	X							
DragonHT	32	1		HELM	X							
DragonSH	52	1		SHLD	X							
EarthAR	44	6100		ARMR	X						X	
ElemntAR	1	500		SHLD	X	X	X	X	X	X	X	X
FlameSH	18	3700		SHLD	X					X	X	
FrozenAR	43	6500		ARMR	X					X	X	



Full Armor List (Cont.)

Name	+Defense	Price	Specials	Type	Hero	Bow	Rand	Katt	Nina	Sten	Jean	Spar
GiantSH	28	8800		SHLD			X					
GlassRG	4	380		HELM	X	X		X	X	X	X	X
GoldAR	31	6200		ARMR	X						X	
GuardSH	26	5300	+5 Offense	SHLD	X	X	X	X	X	X	X	X
HeroAR	71	25000		ARMR	X					X	X	
HolyRB	8	530		ARMR	X	X		X	X	X	X	X
HolySH	43	18000	Shield Spell	SHLD	X	X		X	X	X	X	X
IceSH	26	5000		SHLD	X					X	X	
IronAR	22	1350		ARMR	X					X	X	
IronML	20	1400		ARMR	X	X		X		X	X	
IronSH	10	1200		SHLD	X		X			X	X	
JahAR	17	600		ARMR	X	X		X		X	X	
KingHT	30	30000		HELM	X						X	
KnightHT	8	790		HELM	X					X	X	
LeotrdCL	6	530		ARMR				X	X			
LifeAR	80	35000		ARMR	X					X	X	
MagmaAR	35	4700		ARMR	X					X	X	
MammothCL	69	1200		ARMR			X	X				
MedusaSH	55	50000		SHLD	X	X	X			X	X	
MightyAR	30	2980		ARMR	X	X				X	X	
MoonMask	18	1		HELM						X		
MotherRB	66	28000	Cure1 Spell	ARMR	X	X		X	X	X	X	X
MysteryHT	20	3100		HELM	X	X		X		X	X	
NationHT	15	1800		HELM	X	X				X	X	
NinjaML	70	15500		ARMR						X		
Noc'sRB	70	18000		ARMR				X	X			
OceanRB	27	3900	+3 Wisdom	ARMR					X			X
QuickCL	27	1600	Vigor	ARMR	X	X				X		
RainbwRB	61	9100		ARMR				X	X			X
RangerCL	8	510		ARMR	X	X				X		
RistBand	1	10		SHLD	X	X	X	X	X	X	X	X
RoyalHT	12	2500		HELM					X		X	
SacredSH	74	12000		SHLD	X	X				X	X	
SaladBwl	2	60		HELM	X	X	X	X	X	X	X	X
ShinyHT	30	16000		HELM	X	X				X	X	
Shorts	2	0		ARMR	X			X				
SilkGL	7	1200		SHLD				X	X			X
SilverAR	40	5800		ARMR	X	X				X	X	
SilverHT	22	12000		HELM				X	X			X
SlashGL	50	4100		SHLD	X	X		X		X	X	



Full Armor List (Cont.)

Name	+Defense	Price	Specials	Type	Hero	Bow	Rand	Katt	Nina	Sten	Jean	Spar
SokletAR	16	3600	+5 Wisdom	HELM	X	X		X	X	X	X	X
SpiritRB	12	7500		ARMR	X	X	X	X	X	X	X	X
StarSH	36	5500		SHLD	X		X			X	X	
SteelAR	3	120		ARMR	X	X	X	X	X	X	X	X
StoneAR	28	0		ARMR			X					
SuedeAR	6	300		ARMR	X	X	X			X	X	
SunMask	25	6800		HELM	X	X		X	X	X	X	X
ThndrGL	27	9000		SHLD	X	X		X		X	X	
WhiteSH	26	4300		SHLD	X	X				X	X	
WindRB	47	5200		ARMR				X	X			
WisdomRB	42	8200		ARMR	X	X		X	X	X	X	X
WiseRB	18	3000		ARMR					X			X

Weapon Abbreviation List

Abbreviation	Name
ML	Mail
CL	Clothes
AR	Armor
GL	Gloves
SH	Shield
RB	Robe
HT	Helmet



Hero's Armor List

Name	+Defense	Price	Specials
ArmyGL	44	12000	+8 Offense
Backlaw	9	990	
Bandana	1	10	
BlndedAR	52	12000	
BlndedML	28	6800	
BlndedSH	33	8000	
BraveAR	60	10000	+5 Offense
BreathAR	25	2500	
BronzeHT	5	390	
BronzeSH	6	510	
Bum'sCL	2	50	
ChainML	12	720	
CharmSH	14	1350	Protection from Curse
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
DemonSH	10	980	
DragonAR	78	1	
DragonHT	32	1	
DragonSH	52	1	
EarthAR	44	6100	
ElemntAR	1	500	



Hero's Armor List (Cont.)

Name	+Defense	Price	Specials
FlameSH	18	3700	
FrozenAR	43	6500	
GlassRB	4	380	
GoldAR	31	6200	
GuardSH	26	5300	+5 Offense
HeroAR	71	25000	
HolyRB	8	530	
HolySH	43	18000	Shield Spell
IceSH	26	5000	
IronAR	22	1350	
IronML	20	1400	
IronSH	10	1200	
JahAR	17	600	
KingHT	30	30000	
KnightHT	8	790	
LifeAR	80	35000	
MagmaAR	35	4700	
MedusaSH	55	50000	
MightyAR	30	2980	
MotherRB	66	28000	Cure1 Spell
MysteryHT	20	3100	
NationHT	15	1800	
QuickCL	27	1600	Vigor
RangerCL	8	510	
RistBand	1	10	
SacredSH	74	12000	
SaladBwl	2	60	
ShinyHT	30	16000	
Shorts	2	0	
SilverAR	40	5800	
SlashGL	50	4100	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
StarSH	36	5500	
SteelAR	3	120	
SuedeAR	6	300	
SunMask	25	6800	
ThndrGL	27	9000	
WhiteSH	26	4300	
WisdomRB	42	8200	

Bow's Armor List

Name	+Defense	Price	Specials
ArmyGL	44	12000	+8 Offense
Backlaw	9	990	
Bandana	1	10	
BlindedML	28	6800	
BraveAR	60	10000	+5 Offense
BreathAR	25	2500	
BronzeHT	5	390	
Bum'sCL	2	50	
ChainML	12	720	
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
ElemntAR	1	500	
GlassRB	4	380	
GuardSH	26	5300	+5 Offense
HolyRB	8	530	
HolySH	43	18000	Shield Spell
IronML	20	1400	
JahAR	17	600	
MedusaSH	55	50000	
MightyAR	30	2980	
MotherRB	66	28000	Cure1 Spell
MysteryHT	20	3100	
NationHT	15	1800	
QuickCL	27	1600	Vigor
RangerCL	8	510	
RistBand	1	10	
SacredSH	74	12000	
SaladBwl	2	60	
ShinyHT	30	16000	
SilverAR	40	5800	
SlashGL	50	4100	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
SteelAR	3	120	
SuedeAR	6	300	
SunMask	25	6800	
ThndrGL	27	9000	
WhiteSH	26	4300	
WisdomRB	42	8200	



Katt's Armor List

Name	+Defense	Price	Specials
ArmyGL	44	12000	+8 Offense
Backlaw	9	990	
Bandana	1	10	
BlindedML	28	6800	
BraveAR	60	10000	+5 Offense
BreathAR	25	2500	
Bum'sCL	2	50	
ChainML	12	720	
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
ElemntAR	1	500	
GlassRB	4	380	
GuardSH	26	5300	+5 Offense
HolyRB	8	530	
HolySH	43	18000	Shield Spell
IronML	20	1400	
JahAR	17	600	
LeotrdCL	6	530	
MamothCL	69	1200	
MotherRB	66	28000	Cure1 Spell
MysteryHT	20	3100	
Noe'sRB	70	18000	
RainbwRB	61	9100	
RistBand	1	10	
SaladBwl	2	60	
Shorts	2	0	
SilkGL	7	1200	
SilverHT	22	12000	
SlashGL	50	4100	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
SteelAR	3	120	
SunMask	25	6800	
ThndrGL	27	9000	
WindRB	47	5200	
WisdomRB	42	8200	

Rand's Armor List

Name	+Defense	Price	Specials
Backlaw	9	990	
Bandana	1	10	
BlindedML	28	6800	
BlindedSH	33	8000	
BronzeHT	5	390	
BronzeSH	6	510	
Bum'sCL	2	50	
CharmSH	14	1350	Protection from Curse
DemonSH	10	980	
ElemntAR	1	500	
GiantSH	28	8800	
GuardSH	26	5300	+5 Offense
IronSH	10	1200	
MamothCL	69	1200	
MedusaSH	55	50000	
RistBand	1	10	
SaladBwl	2	60	
SpiritRB	12	7500	
StarSH	36	5500	
SteelAR	3	120	
StoneAR	28	0	
SuedeAR	6	300	

Nina's Armor List

Name	+Defense	Price	Specials
Backlaw	9	990	
Bandana	1	10	
BlindedML	28	6800	
BreathAR	25	2500	
Bum'sCL	2	50	
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
ElemntAR	1	500	
GlassRB	4	380	
GuardSH	26	5300	+5 Offense



Nina's Armour List (Cont.)

Name	+Defense	Price	Specials
HolyRB	8	530	
HolySH	43	18000	Shield Spell
LeotrdCL	6	530	
MotherRB	66	28000	Cure1 Spell
Noe'sRB	70	18000	
OceanRB	27	3900	+3 Wisdom
RainbwRB	61	9100	
RistBand	1	10	
RoyalHT	12	2500	
SaladBwl	2	60	
SilkGL	7	1200	
SilverHT	22	12000	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
SteelAR	3	120	
SunMask	25	6800	
WindRB	47	5200	
WisdomRB	42	8200	
WiseRB	18	3000	

Sten's Armor List

Name	+Defense	Price	Specials
ArmyGL	44	12000	+8 Offense
Backlaw	9	990	
Bandana	1	10	
BlndedML	28	6800	
BraveAR	60	10000	+5 Offense
BreathAR	25	2500	
BronzeHT	5	390	
BronzeSH	6	510	
Bum'sCL	2	50	
ChainML	12	720	
CharmSH	14	1350	Protection from Curse
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
DemonSH	10	980	
ElemntAR	1	500	
FlameSH	18	3700	
FrozenAR	43	6500	
GlassRB	4	380	

Name	+Defense	Price	Specials
GuardSH	26	5300	+5 Offense
HeroAR	71	25000	
HolyRB	8	530	
HolySH	43	18000	Shield Spell
IceSH	26	5000	
IronAR	22	1350	
IronML	20	1400	
IronSH	10	1200	
JahAR	17	600	
KnightHT	8	790	
LifeAR	80	35000	
MagmaAR	35	4700	
MedusaSH	55	50000	
MightyAR	30	2980	
MoonMask	18	1	
MotherRB	66	28000	Cure1 Spell
MystryHT	20	3100	
NationHT	15	1800	
NinjaML	70	15500	
QuickCL	27	1600	Vigor
RangerCL	8	510	
RistBand	1	10	
SacredSH	74	12000	
SaladBwl	2	60	
ShinyHT	30	16000	
SilverAR	40	5800	
SlashGL	50	4100	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
StarSH	36	5500	
SteelAR	3	120	
SuedeAR	6	300	
SunMask	25	6800	
ThndrGL	27	9000	
WhiteSH	26	4300	
WisdomRB	42	8200	

Jean's Armor List

Name	+Defense	Price	Specials
ArmyGL	44	12000	+8 Offense
Backlaw	9	990	
Bandana	1	10	



Jean's Armour List (Cont.)

Name	+Defense	Price	Specials
BlindedAR	52	12000	
BlindedML	28	6800	
BlindedSH	33	8000	
BraveAR	60	10000	+5 Offense
BreathAR	25	2500	
BronzeHT	5	390	
BronzeSH	6	510	
Bum'sCL	2	50	
ChainML	12	720	
CharmSH	14	1350	Protection from Curse
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
DemonSH	10	980	
EarthAR	44	6100	
ElemntAR	1	500	
FlameSH	18	3700	
FrozenAR	43	6500	
GlassRB	4	380	
GoldAR	31	6200	
GuardSH	26	5300	+5 Offense
HeroAR	71	25000	
HolyRB	8	530	
HolySH	43	18000	Shield Spell
IceSH	26	5000	
IronAR	22	1350	
IronML	20	1400	
IronSH	10	1200	
JahAR	17	600	
KingHT	30	30000	
KnightHT	8	790	
LifeAR	80	35000	
MagmaAR	35	4700	
MedusaSH	55	50000	
MightyAR	30	2980	
MotherRB	66	28000	Cure1 Spell
MysteryHT	20	3100	
NationHT	15	1800	
RistBand	1	10	
RoyalHT	12	2500	
SacredSH	74	12000	

Name	+Defense	Price	Specials
SaladBwl	2	60	
ShinyHT	30	16000	
SilverAR	40	5800	
SlashGL	50	4100	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
StarSH	36	5500	
SteelAR	3	120	
SuedeAR	6	300	
SunMask	25	6800	
ThndrGL	27	9000	
WhiteSH	26	4300	
WisdomRB	42	8200	

Spar's Armor List

Name	+Defense	Price	Specials
Backlaw	9	990	
Bandana	1	10	
BlindedML	28	6800	
BreathAR	25	2500	
Bum'sCL	2	50	
CrmsnCL	64	13300	Drain Spell
CrmsnRB	10	950	
ElemntAR	1	500	
GlassRB	4	380	
GuardSH	26	5300	+5 Offense
HolyRB	8	530	
HolySH	43	18000	Shield Spell
MotherRB	66	28000	Cure1 Spell
OceanRB	27	3900	+3 Wisdom
RainbwRB	61	9100	
RistBand	1	10	
SaladBwl	2	60	
SilkGL	7	1200	
SilverHT	22	12000	
SokletAR	16	3600	+5 Wisdom
SpiritRB	12	7500	
SteelAR	3	120	
SunMask	25	6800	
WisdomRB	42	8200	
WiseRB	18	3000	



Boss List

Name	HP	AP	Off	Def	Exp	Coins	Specials	Susceptable	Resistant
Algernon	1600	500	115	51	1980	1200	ColdBrth	Nothing	Ice
Archer	300	0	250	130	300	100	Att-up, EggBetr	All Fire	
Aruhamel	1600	1000	160	75	3200	1000	Forget, Drain	Nothing	
August	650	16	43	18	150	300	2 attacks, BuildUp, Cure1	Nothing	
B.Roach	160	20	78	44	60	33	Psn.Attck	Earth Spells	
Baba	180	0	39	20	150	100	None	Nothing	
Barubary	5000	200	?	?	4000	5000	Dbl. FireBrth, Dbl. ColdBrth, Bolt X, 80 All Attack		Air Spells (1st battle only)
Beak	20	0	11	9	4	4	None	Nothing	
Bouncer	250	0	72	40	50	40	None	Nothing	
Bush	800	255	1	10	200	0	None	Nothing	Item Magic
Chiroru	60	0	58	38	40	40	None	Nothing	
Creon	300	0	58	34	60	50	Eggbetr		Fire & Ice Spells Air Magic, Weapons
Danille	100	65535	100	5	0	0	Cure2	Fire	
Deathevn	10500	200	?	?	na	na	BoneLzr, Death, Disapear, Dbl.ColdBrth, Explosion, Absorb	Nothing	
Dir.HR	160	20	42	10	169	1	None	Nothing	
Footman	150	0	30	10	100	100	None	Nothing	
G.Roach	1600	0	80	12	500	0	None	All Fire	
Ganga	258	15	154	80	500	120	8.0	Air Spells	
GoldFly	550	0	82	65	520	400	Runs away	Fire Items	
Guardeye	300	504	208	169	1600	1000	Cure3, Freeze, Flame	Nothing	
Guardian	200	128	175	60	2400	700	Att-Up, Hush, Idle	Air Magic	
Habaruku	2200	256	300	130	3800	5000	Drain, Def-Down, Pwr-Down, At-Down, Hail, Missile, BoltX	Nothing	
Hood	50	0	45	24	45	50	+Slam%	Nothing	



Boss List (Cont.)

Name	HP	AP	Off	Def	Exp	Coins	Specials	Susceptable	Resistant
J.Worm	1100	10	75	48	440	200	SwtBrth	Nothing	
Jailer	540	50	78	45	288	200	Spark, Cure3	Nothing	
Joker	600	0	43	38	300	200	Psn.Chop, Psn.Brth	Fire Spells	
Katt	230	0	?	?	200	180	Taunt	Nothing	
Kuwadora	1450	500	81	48	1600	800	Shimmy, Comment		All Ice Dragon Magic
M.C.Tusk	1200	500	168	70	2700	1300	8.0, Cure2	Fire Spells	Ice Spells
Munmar	800	10	105	50	1150	2000	Horror	Ice Spells	Hush
Necroman	2300	96	260	132	3800	2000	Zombie, RotBrth, Death, Sap	Nothing	Dragon Magic
Nimufu	500	128	62	40	400	400	Cure1, Thunder, Spark, Tornado		Dragon Magic
Oldman	???	???	0	160	200	9	None	Nothing	
P.Spider	40	10	42	20	30	30	Psn.Attck	Nothing	
Paladin	550	300	252	70	1000	800	Def-Up, Shield, Cure2	Nothing	
Palo	60	100	28	20	50	92	EggBetr, Cure1	Nothing	
Peach	120	0	28	20	50	9	EggBetr	Nothing	
Pest	30	0	27	10	6	10	None	Nothing	
Portal	1600	500	160	65	2400	1250	Typhoon, Tornado Fire Spells	Death	
Puti	60	0	28	20	50	9	Eggbetr	Nothing	
Ray	1000	?	?	?	na	0	DrgnBrth	G.Drgn	All Spells
Roach	100	0	30	18	32	15	None	Nothing	
S.Golem	700	500	282	122	1624	415	Fireball	Ice Spells	Item Magic
Shupukay	1000	511	160	75	2350	1250	Hush, Drain, Thunder, S.Boom	Air Spells	Ice & Dragon Magic
Soldier	1000	164	220	135	1500	600	Hush, Cure2	Nothing	
Stone	1000	0	20	225	200	0	None	Ice Spell	Item Magic
Stump	800	100	30	1	300	0	None	Nothing	Item Magic
Suiky	100	65535	100	5	0	0	Thunder	Fire	
Terapin	1100	100	66	33	300	500	40 Shell, FireBrth		Air & Ice Spells
Tiga	2400	0	280	150	na	0	60 Attack	Nothing	
Torubo	200	1000	85	65	1750	1000	EggBetr	Fire Spells	
Trout	550	100	35	10	1600	1000	Def-Up, steals coins	Nothing	
Uparupa	800	0	140	65	1200	800	CounterAtk only	Ice spells	All Fire
Villagrs	20	0	0	0	na	na	None	All Spells	
Wildcat	600	300	60	42	700	400	ChopChop, Dice	Air Spells	All Fire & Ice
Witch	150	128	62	30	50	0	Cure1, Spark, Thunder	Weapons	
Zombie	700	64	220	93	1000	500	Sap	All Fire	



Enemy Attacks & Spells

Name	Effect
Absorb	60 Drain + 60 Sap
BoneLzr	120 Damage All
BuildUp	Skip Attack, Increase Damage next Attack
Chopchop	Damage All
ColdBrth	50 Damage All
Comment	Lose next action
Curse	Curse Single
Dice	80 Damage Single
Dispell	Cancel All Spells
Eggbetr	Second Attack
Explosion	120 Damage All
FireBrth	50 Damage All
Forget	Lose most powerful spell
Horror	Sleep All
Mindblst	Attack party member
Petrify	Stop Attack All
Psn.Attck	Poison + Damage
Psn.Brth	Poison All
Psn.Chop	Poison + Damage
RotBrth	Zombie All
Shell	40 Damage Single
Shimmy	?
SwtBrth	Sleep All
Zombie	Zombie Single

Items List

Name	Price	Effect
Antdt	12	Cure Poison
Bait	60	Reduce HP to 1
Beef	—	Recover 40 HP
Biscuit	—	Recover All HP + Better Defense
Cake	100	No effect
Charcoal	0	No effect

Name	Price	Effect
Charm	1000	Protection from Curse
CharmRod	—	Better Chance at Fishing
Chkn	—	Chicken—Recover 100 AP
Collar	—	Party head wears, decreases encounters
Cond.Up	1000	Increase Condition to Excellent
CureAl	400	Cure All—Poison, Sleep, Curse, Zombie, Fear
D.Earing	1000	Dream Earring—Protection from Sleep
DeadSoup	—	Defeat enemy with one blow (Like Death spell)
Dinker	100	+1 Agility
DivideBL	—	Splits Shaman Off — gets original character
DluxPole	—	Better Chance at Fishing
DmndBR	—	Diamond Bracelet—Blocks Death spell
DreamBR	—	Blocks some spells
Egg	—	Resurrect Character + All HP
Extract	200	Recover ALL HP
F. Spice	100	Flame Spice - 60 HP of Fire Damage All Enemies
FastShoe	10000	Counter Attack % increased for all characters in party
FireRock	800	Fireball Spell
Frizbee	100	50 HP of Thunder Damage All Enemies
G8Bait	50	Great bait
Gold	—	Bait for Maniro
GoldBar	6000	No effect



Items List (Cont.)

Name	Price	Effect
GutsBL	100	+1 Guts
GutsBT	1000	Increase Guts
HelpBL	50	Recover 100 HP
Herb	8	Recover 40 HP
HeroBT	2000	+10 Offense
HolySF	5000	Decrease number of encounters if worn by party leader
IceChunk	800	Hail spell
IronBR	1000	+10 Defense
KmikzeBL	800	Typhoon spell
KramerBR	2000	Protection from Zombie
LifeBR	—	Regenerates AP, Protection from Zombie
LifePL	500	Resurrect Character + All HP
Liver	—	Cure Poison
LoveBR	—	Regenerates HP as you walk overland
LuckCndy	100	+1 Luck
Mckrl	60	No effect
Meat	—	Recover 100 HP
Medicate	500	100% Offense Increase (1 battle duration)
Minnow	300	Recover 20 AP, Lose 20 HP
MisoSoup	100	+1 Wisdom
MoonDrop	—	Cure Poison, Sleep, Curse, Zombie, Fear + All HP
Octopus	—	Better Offense
OwlFruit	1000	Food of Uparupa
P.Pourri	—	Random attack magic on one enemy
PanPizza	—	Reduce Enemy's Attack to 1
PileWm	1000	Pile Worm—Recover All HP

Name	Price	Effect
PwrFood	100	+1 Strength
Roast	400	Recover All HP
Shaker	—	8.0 spell
ShaveIce	100	100 HP of Ice Damage All Enemies
ShinyBR	—	Protection from Poison, Sleep, Curse, Zombie, Fear
Shrimp	20	Bait for big fish
SkullBR	—	Increases % chance of Death spell
Smoke	100	Decrease number of encounters
Snper	1500	Snapper—Cure Poison, Sleep, Curse, Zombie, Fear
SprRib	—	Recover All HP
Srdine	60	Recover 40 HP
Stamina	100	+1 Stamina
StickRod	300	Better Chance at Fishing
TearDr	100	Tear Drop—Cure Zombie
Tendon	200	Recover 20 AP, Lose 20 HP
Tolen	—	Use for gambling in Township
TreePole	100	Fishing Pole
Tuna	300	Cure Poison
Unagi	60	Recover 100 HP
Urchin	10	Bait for medium fish
Van. Ext	—	All Recover 120 HP
Vtmn	200	Vitamin—Remove Curse
W.Fruit	200	Wise Fruit—Recover 20 AP, Lose 20 HP
WindBR	—	Increases Agility
WiseBL	200	Wise Ball—Recover 100 AP
WiseHoop	1000	+10 Wisdom
Worm	4	Bait for small fish



Enemy List

Name	HP	AP	Off	Def	Exp	Coins	Specials	Susceptable	Resistant
A.Sludge	900	50	?	?	1200	95	8.0	Death Earth	Magic
Amom	531	172	281	138	2322	897	Typhoon	Ice Spells	
Amonica	110	14	151	125	194	147	Cold, Freeze	All Air	
Anubus	137	34	186	63	555	279	Freeze, RotBrth	Fire Spells	
Arachnod	81	10	73	35	56	32	Psn.Brth	All Fire	
Aruban	119	10	99	55	117	88	Hush, Eggbetr	Fire Spells & Item Magic	
Assasin	152	30	207	88	794	415	+Slam%, Def-Down	Air Spells	
Atlas	189	20	134	55	260	96	+Slam%	Nothing	
B.Ogre	342	10	187	30	483	224	FireBrth	Air Spells	All Fire
Banbhand	154	25	115	50	181	106	Zombie, Cure 2, Psn.Attck	All Fire	
Barucuda	153	14	153	44	392	306	Tornado, Eggbetr	All Fire	
Basilisk	170	12	111	59	262	84	Def-Down	Fire and Air Spells	
Beetle	102	00	90	73	10	192	BuildUp	All Fire	
Bighand	953	30	291	152	2560	424	Def-Down, Eggbetr	Death	
Biruburu	34	00	37	23	9	5	+Slam%	Nothing	
Bloodskr	38	10	39	23	12	8	Drain	Nothing	
Bugbear	38	0	38	22	12	10	None	Nothing	
C.Bear	253	6	115	60	203	128	Atk-Up	Nothing	
C.Sludge	7	10	4	500	1502	51	Runs away	Item Magic	Weapons
Cancer	186	50	219	132	595	193	Freeze	Nothing	
Carm	190	175	254	133	1260	590	Freeze, Hail	Nothing	
Catfish	105	12	62	30	102	54	Def-Up	Air Spells	Fire Magic
Chorking	25	100	?	?	3200	1600	RotBrth, Psn.Brth	Item Magic	Weapons, Spells
Conch	284	50	265	195	1350	284	Psn.Attck	Item Magic	Weapons, Spells
Corpse	26	0	25	15	5	7	+Slam%	Fire Spells	
Cotris	234	42	203	89	570	223	Hush, EggBetr	Air Spells	Weapons
Crodworm	151	35	164	66	715	208	Tornado	All Fire	
Cuttlecb	74	12	86	45	93	30	Def-Up	Fire Spells	
Cyclops	950	50	280	130	2880	100	Atk-Up	Air Magic	
D.Bringer	207	12	110	70	353	135	Death	Fire Spells	Death, Dragon Magic
D.Crsdr	264	50	213	124	762	512	Cure4, Def-UpX, Shield	Nothing	



Enemy List (Cont.)

Name	HP	AP	Off	Def	Exp	Coins	Specials	Susceptable	Resistant
D.Fly	65	10	42	26	20	14	EggBetr	Fire & Air Spells	
D.Paladin	309	36	266	144	1414	642	Hush	Nothing	
D.Spider	186	21	211	93	451	187	Cure4	Fire Spells	
D.Spirit	164	10	214	83	625	312	Hush, Sap	Nothing	Ice Magic
Dadelous	513	26	350	158	2024	700	Atk-Up, Def-Up	Idle, Drain	Hush
Darious	254	15	181	73	772	210	8.0, BuildUp	Air	All Fire
Dethpede	136	10	55	30	26	16	Psn.Brth	Ice Magic	
Devilkid	32	20	38	22	6	20	EggBetr	Nothing	All Spells
Dinabehn	299	30	200	78	635	220	S.Boom	Ice Spells	
DinaFung	289	6	108	46	282	76	Thunder	Nothing	
Docaden	31	5	40	28	9	8	Spark, FireBrth	Ice Spells	
Dragoon	234	15	245	119	1260	685	Att-Up	Fire Spells	
E.Dragon	680	100	321	138	3920	685	EggBetr, FireBrth, Curse	Fire Spells 8.0	
E.Sludge	13	00	21	13	1	2	None	Nothing	
Eaterman	32	10	36	21	7	6	SwtBrth	All Fire	
Fastman	145	12	33	1	65	3	Hail, +Slam%	Weapons	
Fatty	492	30	130	0	1600	0	Runs away	Nothing	
G.Idol	369	43	269	126	1220	480	BuildUp	Ice & Dragon Spells	All Fire
G.Lizard	118	12	96	45	112	83	Att-Up	Ice & Fire Spells	
G.Rider	325	12	220	118	1650	515	Death	All Fire	
G.Shaker	209	15	95	45	321	63	8.0	Air & Fire Spells	
Gallop	202	32	178	64	398	138	FireBrth, ColdBrth	Air & Fire Spells	
Ganet	5	50	1	511	500	2	Cure2, Ag-Up, Pw-Down, Atk-Up, Def-Down, Hush	Item magic	Weapons, Spells
Gargoyle	165	14	158	53	603	305	EggBetr	Nothing	
Ghoul	48	10	40	24	16	11	Zombie	All Fire	
Gonghead	21	00	22	18	3	3	None	Nothing	
Gonghead Sr.	1000	45	?	?	2400	1200	Cure 4, Freeze Ice Items	All Spells	
H.Crab	102	20	86	70	120	42	Freeze, Def-Up	Air Magic	
H.Fly	30	10	51	13	20	8	Curse, Psn.Attck	Air Magic	
Harpy	27	8	37	21	9	14	Cure1	Nothing	
Hellion	920	50	389	159	4020	1355	FireBrth, Flame	All Ice	All Fire
Hemoglod	40	40	41	24	180	0	None	Nothing	
Humus	237	7	229	102	915	422	SwtBrth, Death	Angel	All Fire
Hunchbak	16	0	23	14	2	3	None	Nothing	
Ifelect	714	80	350	156	3460	620	Fireball, FireBrth	Ice Spells	All Fire



Enemy List (Cont.)

Name	HP	AP	Off	Def	Exp	Coins	Specials	Susceptable	Resistant
J.Fish	63	5	78	28	52	24	Runs away	Nothing	
Jacky	10	10	159	500	111	333	None	Item Magic	All Spells
K.Goblin	46	12	50	24	19	17	Def-Down	Nothing	Air Magic
K.Sludge	1000	500	300	150	7000	5000	Death	Ice & Item Magic	Weapons
Kimaira	989	30	306	142	37	552	FireBrth, ColdBrth	Fire & Ice Spells	
Kimoto	75	20	49	36	27	18	Def-Up, Atk-Up	Air Spells	
Kiyhood	188	13	189	97	469	232	RotBrth, SwtBrth	Nothing	All Fire
Leech	19	10	24	10	2	2	None	Nothing	
Lyverma	289	40	221	105	1172	201	+Slam%, Curse	Nothing	All Magic &
Weapons									
M.Golem	307	0	269	112	790	300	Spark	Item Magic	All Spells
M.Knight	6	10	211	511	666	666	Cure1	Item Magic	Weapons
M.Mummy	47	5	52	31	30	23	Spark, Cold	All Fire	Death
Magicmas	228	20	202	98	1652	557	All Ice & Air	Weapons	All Spells
Maindstr	220	33	228	88	832	270	Hush, Freeze	Nothing	All Spells
Mamot	736	15	257	69	1724	302	Eggbetr	Death	Ice Magic
Meedid	175	20	127	63	323	167	SwtBrth	All Fire	
Mimic	69	20	69	38	38	46	Zombie	Nothing	All Spells
Monoped	68	0	57	39	38	21	+Slam%	Ice Spells	
N.Rider	1000	500	400	208	5000	3000	Death, +Slam%	All Fire	Air & Ice Magic
Needle	181	30	175	67	394	192	Def-UpX, Shield	All Fire	
Ogre	80	10	59	43	50	33	Cure1	Air Magic	
P.Dragon	999	200	478	162	6630	3000	FireBrth, ColdBrth	Nothing	
P.Eater	128	5	156	107	152	220	Zombie	Item Magic	All Spells
Pepshun	133	20	120	67	720	0	FireBrth, Cure 4	Air Spells	Ice Spells
Pharaoh	150	30	31	52	263	164	Cold, RotBrth	Fire Spells	Death
Pima	161	42	109	20	158	62	Ag-Up	Ice Spells	
Pollen	69	30	50	25	97	18	BuildUp	Air & Ice Spells	
Poltrgst	57	26	80	51	89	30	Sap	Nothing	All Fire
R.Guard	189	40	216	71	832	251	Def-Down, Atk-Up	Air Spells	
R.Slug	241	100	201	76	206	521	Cold, Spark	Nothing	
Racegude	281	50	253	124	1626	515	Sap, Drain	Nothing	All Spells
Ralooba	273	41	123	61	296	159	Psn.Atk	Fire & Ice Spells	
Rapider	148	16	150	64	349	163	FireBrth	Fire Spells	
RoadSlug	176	33	132	48	383	175	Thunder	Fire & Air Spells	
Ryusight	1	15	123	0	280	0	None	Nothing	
S.Goblin	16	0	27	14	2	6	Runs away	Nothing	



Enemy List (Cont.)

Name	HP	AP	Off	Def	Exp	Coins	Specials	Susceptable	Resistant
S.Golem	452	20	165	72	489	492	Cure1, BuildUp	Fire Spells	
S.Idol	218	10	62	39	89	41	Def-Up, ColdBrth	Fire & Ice Spells	
Seenates	145	00	61	45	66	33	None	Item Magic	All Spells
Sheef	154	15	193	74	358	314	Zombie	All Fire	
Shupri	174	20	199	91	331	229	SwtBrth	All Fire	
Sireen	121	15	111	40	159	95	Tornado, SwtBrth	Air Spells	
Skeleton	271	12	258	125	920	521	Zombie, Psn.Attck	Nothing	
Soulflik	83	29	119	62	269	35	Drain	Ice Spells	All Fire
Spinhead	68	5	44	36	19	16	BuildUp, Spark	Air Spells	
Stamen	183	10	62	27	64	32	SwtBrth, Flame	All Fire	Ice Spells
Stinger	105	30	123	62	140	57	Cure1, EggBetr	Fire Spells	Ice Spells
Stooly	70	30	49	35	24	16	Pwr-Down, Ag-Down, Def-Up	Air Spells	
Titong	260	20	192	89	590	289	+Slam%	Ice Spells	
Tri.ey	205	20	183	75	402	176	Sap	Fire Spells	
Trikster	32	0	37	26	11	26	+Slam%	Fire Spells	
Tsi.Fly	22	10	34	15	4	3	None	Air Spells	
V.Head	122	14	89	68	122	44	Cure2, BuildUp		
Venusfly	161	18	112	55	214	61	BuildUp, SwtBrth	Fire & Air Spells	
W.Bear	73	00	48	35	20	23	None	Nothing	
Widow	22	10	26	18	5	4	Psn.Attck	All Fire	
WillowSp	44	20	41	32	20	11	Pwr-Down	Weapons	All Spells





Shaman List

Shaman	Character	Fire Shaman	Water Shaman	Wind Shaman
Fire	Rand	20 OFF		20 OFF, 25 VIG
	Bow	30 OFF		
	Nina	12 OFF		12 OFF, 50 VIG
	Sten	30 OFF		SWCH,30 WIS, 40 OFF,15 DEF,50 VIG,50 AP
	Katt			
	Jean Spar			
Water	Rand		25 WIS	25 WIS, 25 VIG
	Bow		25 WIS	
	Nina		25 WIS	25 WIS, 50 VIG
	Sten		25 WIS	25 WIS,25 VIG
	Katt			
	Jean Spar		25 WIS SPOR,40 WIS, 15 OFF,15 DEF,30 VIG,30 AP	25 WIS,30 VIG SPOR,40 WIS,15 OFF,15 DEF,45 VIG,30 AP
Wind	Rand	20 OFF, 25 VIG	25 WIS, 25 VIG	25 VIG
	Bow			25 VIG
	Nina	12 OFF, 50 VIG	25 WIS, 50 VIG	50 VIG
	Sten	SWCH,30 WIS,40 OFF,15 DEF,50 VIG, 50 AP	25 WIS,25 VIG	25 VIG
	Katt			
	Jean Spar		25 WIS,30 VIG SPOR,40 WIS,15 OFF, 15 DEF,45 VIG,30 AP	30 VIG
Earth	Rand	30 WIS, 33 OFF, 33 DEF, 60 VIG, 30 AP	40 WIS, 25 OFF, 33 DEF, 60 VIG, 35 AP	



**Earth Shaman**

30 WIS, 33 OFF, 33 DEF, 60
VIG, 30 AP

12 OFF, 10 DEF
30 OFF, 25 DEF

40 WIS, 25 OFF, 33 DEF,
60 VIG, 35 AP

25 WIS, 10 DEF
25 WIS, 12 DEF

BUD, 45 WIS, 15 OFF, 30 DEF,
50 VIG, 30 AP

40 DEF

Holy Shaman

20 OFF

12 OFF
30 OFF

25 WIS

25 WIS
25 WIS

CHOP, 60 WIS, 30 OFF, 15
DEF, 50 VIG, 40 AP

SPOR, 40 WIS, 15 OFF, 17 DEF,
35 VIG, 30 AP

25 VIG

BNSH, 30 WIS, 15 OFF, 15 DEF,
30 VIG, 15 AP
25 VIG

CHOP, 50 WIS, 30 OFF, 20
DEF, 70 VIG, 30 AP

30 WIS, 25 OFF, 33 DEF,
50 VIG, 30 AP

Devil Shaman

12 OFF, 25 AP

KEEP, 30 WIS, 35
OFF, 17 DEF, 50 VIG, 50 AP

NTRE+, 55 WIS, 32 OFF, 15
DEF, 40 VIG, 45 AP

25 WIS, 25 AP

KEEP, 40 WIS, 30 OFF, 12 DEF, 50
VIG, 60 AP

SPOR, 40 WIS, 15 OFF, 15
DEF, 30 VIG, 55 AP

KEEP, 30 WIS, 30 OFF, 17 DEF, 60
VIG, 50 AP

50 AP



Shaman List (Cont.)

Shaman	Character	Fire Shaman	Water Shaman	Wind Shaman
Holy	Bow			
	Nina	12 OFF, 10 DEF	25 WIS, 10 DEF	
	Sten	30 OFF, 25 DEF	25 WIS, 12 DEF	
	Katt			
	Jean			
	Spar		BUD, 45 WIS, 15 OFF, 30 DEF, 50 VIG, 30 AP	
	Rand	20 OFF	25 WIS	25 VIG
	Bow			
	Nina	12 OFF	25 WIS	BNSH, 30 WIS, 15 OFF, 15 DEF, 30 VIG, 15 AP
	Sten	30 OFF	25 WIS	25 VIG
Devil	Katt			
	Jean		CHOP, 60 WIS, 30 OFF, 15 DEF, 50 VIG, 40 AP	CHOP, 50 WIS, 30 OFF, 20 DEF, 70 VIG, 30 AP
	Spar		SPOR, 40 WIS, 15 OFF, 17 DEF, 35 VIG, 30 AP	
	Rand			
	Bow			
	Nina	12 OFF, 25 AP	25 WIS, 25 AP	
	Sten			
	Katt	KEEP, 30 WIS, 35 OFF, 17 DEF, 50 VIG, 50 AP	KEEP, 40 WIS, 30 OFF, 12 DEF, 50 VIG, 60 AP	KEEP, 30 WIS, 30 OFF, 17 DEF, 60 VIG, 50 AP
	Jean			
	Spar	NTRE+, 55 WIS, 32 OFF, 15 DEF, 40 VIG , 45 AP		SPOR, 40 WIS, 15 OFF, 15 DEF, 30 VIG, 55 AP

Spell List

Name	AP to Cast	Effect
8.0	14	70 Damage All
Ag-Down	5	50% Agility Decrease
Ag-Up	4	50% Agility Increase
Anfini	0	Level 4 Dragon Power

Name	AP to Cast	Effect
Angel	12	Kill All Undead
Atk-Up	6	100% Offense Increase
BoltX	30	180 Damage All
Bomb	6	40 Damage Single
Cold	4	30 Damage Single
Cure1	4	Recover 40 HP
Cure2	7	Recover 100 HP
Cure3	20	Recover 120 HP
Cure4	14	Recover All HP

**Earth Shaman**

10 DEF

10 DEF

12 DEF

BUD,30 WIS,13 OFF,

30 DEF,60 VIG,20 AP

30 WIS,25 OFF,33 DEF,50 VIG,30 AP

10 DEF

12 DEF

10 DEF, 25 AP

50 AP

Holy Shaman

10 DEF

12 DEF

CHOP,50 WIS,30 OFF,
20 DEF,50 VIG,30 APSPRY,40 WIS, 30 OFF,
25 DEF, 30 VIG, 340 AP**Devil Shaman**

10 DEF, 25 AP

SPRY,40 WIS, 30 OFF, 25 DEF,
30 VIG, 340 AP

25 AP

KEEP,30 WIS,30 OFF,12 DEF,50
VIG,50 AP

50 AP

Name	AP to Cast	Effect
CurePsn	4	Cure Poison & Zombie
CureX	50	Recover All HP All
Death	8	Kill Single
Def-Down	5	30% Defense Decrease
Def-Up	5	20% Defense Increase
Def-UpX	10	20% Defense Increase All
Drain	0	30% AP Decrease, Max 30, Absorb

Name	AP to Cast	Effect
Exit	8	Get out of dungeon
Fireball	20	120 Damage All
FireDrgn	All	120 Damage All
FirPuppy	All	60 Damage Single
Flame	12	60 Damage All
Freeze	10	100 Damage Single
G. Drgn	All	250+ Damage All
Hail	17	100 Damage All



Spell List (Cont.)

Name	AP to Cast	Effect
Heal	8	Recover from Sleep, Poison, Zombie, Curse & Fear
Hush	5	Block Spells Single
IceDrgn	All	120 Damage All
IcePuppy	All	60 Damage Single
Idle	6	Stop Attack Single
Missile	26	150 Damage All
Pwr. Down	5	30% decrease in Offense
Renew	10	75% chance resurrection, 25% of HP
Recover		25% of HP
Renew X	20	Resurrection + Recover All HP
S.Boom	11	50 Damage All

Name	AP to Cast	Effect
Sap	5	30% HP Decrease, Max 30, Absorb
Shield	6	Half damage from spells
Smoke	6	Reduce encounter chance
Spark	4	25 Damage Single
T. Drgn	All	120 Damage All
T.Puppy	All	60 Damage Single
Thunder	6	25 Damage All
TimeWarp	0	Moves time ahead 12 hours
Tornado	5	30 Damage Single
Typhoon	14	80 Damage All
Warp	8	Teleport to known places





Full Weapon List

Name	+Offense	Price	Specials	Hero	Bow	Rand	Katt	Nina	Sten	Jean	Spar
9-TailWP	81	22000	+Special %						X		
AmberRG	74	11000						X			
AutoBW		38	12000			X					
BananaDR	70	10000							X		
BirchST		58	5500					X			
BlastKN		32	12000	Bomb Spell			X				
BoyDR	4	100		X					X		
BrassSD	62	8500		X							
BrassST	56	8200	Cure1 Spell				X				
BreakSD	91	16000		X							
BronzeSD	8	250		X							
BronzeST	25	940					X				
BurnKN	34	2500									
BusterBW	86	17500	Bomb Spell		X						
BusterSD	40	2200		X							
ChuckDR	66	5800							X		
CloakKN	25	6700				X					
CrossBW	22	780			X						
CrsntSD	84	14500		X						X	
DamageSD	82	12000	-5 Defense	X							
DeathBW	90	23000			X						
DemonDR	110	1							X		
DoubleWP	61	8000									
DragonSD	125		?Flame Spell, +5 Def, Luck, Vigor,Wisdom	X							
ElmoreSD	52	2500	-5 Strength, +3 all other stats	X						X	
EmblemRP	79	12000								X	
EmpireSD	160	65000	Bomb Spell	X							
FalseBW	6	300			X						
FalseRG	5	10						X			
FinalKN	48	25000	+Special %			X					
FireBW	42	3600	Treat as Fire damage		X						
FireRG	35	2600	Spark Spell					X			
FlameSD	37	3200	Flame Spell	X							



Full Weapon List (Cont.)

Name	+Offense	Price	Specials	Hero	Bow	Rand	Katt	Nina	Sten	Jean	Spar
FolyRP	95	22000								X	
GlassDR	66	10	+Special %	X			X				
GoblinSD	68	7700		X							
GradeDR	58	5100		X					X		
HandKN	5	50	+Special %			X					
HeatST	43	3000					X				
HexadST	8	250					X				
HolyRP	95	?	+50% vs Undead							X	
HushRG	43	6700	Hush Spell					X			
IceBW	70	9800	Treat as Ice damage		X						
ImortlRG	83	20000	Renew Spell					X			
IronKN	18	1000				X					
IvyWP	30	1300									X
KaiserKN	56	25000				X					
KingOfDR	56	6200	Def-Up Spell, +3 Defense	X					X		
KingSD	28	1980	+Special %	X							
LongRP	26	1200		X						X	
LongSD	16	620		X							
LopOffWP	10	2000									X
MagicRG	17	530						X			
MeowST	145	65000	+Special %				X				
MothDR	32	1900							X		
NatureWP	76	15000									X
NinjaDR	42	2500	+5 Luck						X		
NorthDR	63	8200							X		
NoTwinRP	122	33000	Angel Spell	X						X	
PierceRP	50	4600								X	
QuatrST	33	2100					X				
RevetKN	10	460				X					
RiotST	90	30000					X				
ShadowDR	86	16000	Idle Spell						X		
ShortBW	3	150			X						
ShortRP	16	850								X	
SilverDR	14	1200		X					X		
SlicerDR	90	20000	+Special %						X		
SnakeST	75	6800					X				
SoleSD	28	6000	+Special %, +20 Wisdom	X						X	
StarrSD	68	10000		X							



Full Weapon List (Cont.)

Name	+Offense	Price	Specials	Hero	Bow	Rand	Katt	Nina	Sten	Jean	Spar
StockRP	38	2400	Thunder spell							X	
StormRG	68	6700						X			
ThndrRP	65	8400								X	
ThndrST	68	7800					X				
ThornRP	41	4200	Cure2 Spell, +5 Defense								X
TigerSD	63	14000		X							
TreeST	4	50		X			X				
TwinBW	30	3000			X						
WacWP	10	50	Death Spell								X
WizardRG	26	1200						X			
WonderRP	32	1980								X	
WoodenDR	10	290							X		
WorthRG	52	9500						X			

Weapon Abbreviation List

Abbreviation	Name
SD	Sword
RP	Rapier
DR	Dagger
BW	Bow
WP	Whip
RG	Ring
ST	Staff
KN	Knuckles

Hero's Weapon List

Name	+Offense	Price	Specials
BoyDR	4	100	
BrassSD	62	8500	
BreakSD	91	16000	
BronzeSD	8	250	
BusterSD	40	2200	
CrsntSD	84	14500	



Name	+Offense	Price	Specials
DamageSD	82	12000	-5 Defense
DragonSD	125		Flame Spell,+5 Defense, Luck, Vigor, Wisdom
ElmoreSD	52	2500	-5 Strength, +3 all other stats
EmpireSD	160	65000	Bomb Spell
FlameSD	37	3200	Flame Spell
GlassDR	66	10	+Special %
GoblinSD	68	7700	
GradeDR	58	5100	
KingOfDR	56	6200	Def-Up Spell, +3 Defense
KingSD	28	1980	+Special %
LongRP	26	1200	
LongSD	16	620	
NoTwinRP	122	33000	Angel Spell
SilverDR	14	1200	
SoleSD	28	6000	+Special %, +20 Wisdom
StarrSD	68	10000	
TigerSD	63	14000	Cure2 Spell, +5 Defense
TreeST	4	50	



Bow's Weapon List

Name	+Offense	Price	Specials
AutoBW	38	12000	
BusterBW	86	17500	Bomb Spell
CrossBW	22	780	
DeathBW	90	23000	
FalseBW	6	300	
FireBW	42	3600	Treat as Fire damage
IceBW	70	9800	Treat as Ice damage
ShortBW	3	150	
TwinBW	30	3000	

Katt's Weapon List

Name	+Offense	Price	Specials
BirchST	58	5500	
BrassST	56	8200	Cure1 Spell
BronzeST	25	940	
GlassDR	66	10	+Special %
HeatST	43	3000	
HexadST	8	250	
MeowST	145	65000	+Special %
QuatrST	33	2100	
RiotST	90	30000	
SnakeST	75	6800	
ThndrST	68	7800	
TreeST	4	50	

Nina's Weapon List

Name	+Offense	Price	Specials
AmberRG	74	11000	
FalseRG	5	10	
FireRG	35	2600	Spark Spell
HushRG	43	6700	Hush Spell
ImortlRG	83	20000	Renew Spell
MagicRG	17	530	
StormRG	68	6700	Thunder spell
WizardRG	26	1200	
WorthRG	52	9500	Death Spell



Rand's Weapon List

Name	+Offense	Price	Specials
BlastKN	32	12000	Bomb Spell
CloakKN	25	6700	
FinalKN	48	25000	+Special %
HandKN	5	50	+Special %
IronKN	18	1000	
KaiserKN	56	25000	
RevvtKN	10	460	

Sten's Weapon List

Name	+Offense	Price	Specials
BananaDR	70	10000	
BoyDR	4	100	
ChuckDR	66	5800	
DemonDR	110	1	
GradeDR	58	5100	
KingOfDR	56	6200	Def-Up Spell, +3 Defense
MothDR	32	1900	
NinjaDR	42	2500	+5 Luck
NorthDR	63	8200	
ShadowDR	86	16000	Idle Spell
SilverDR	14	1200	
SlicerDR	90	20000	+Special %
WoodenDR	10	290	

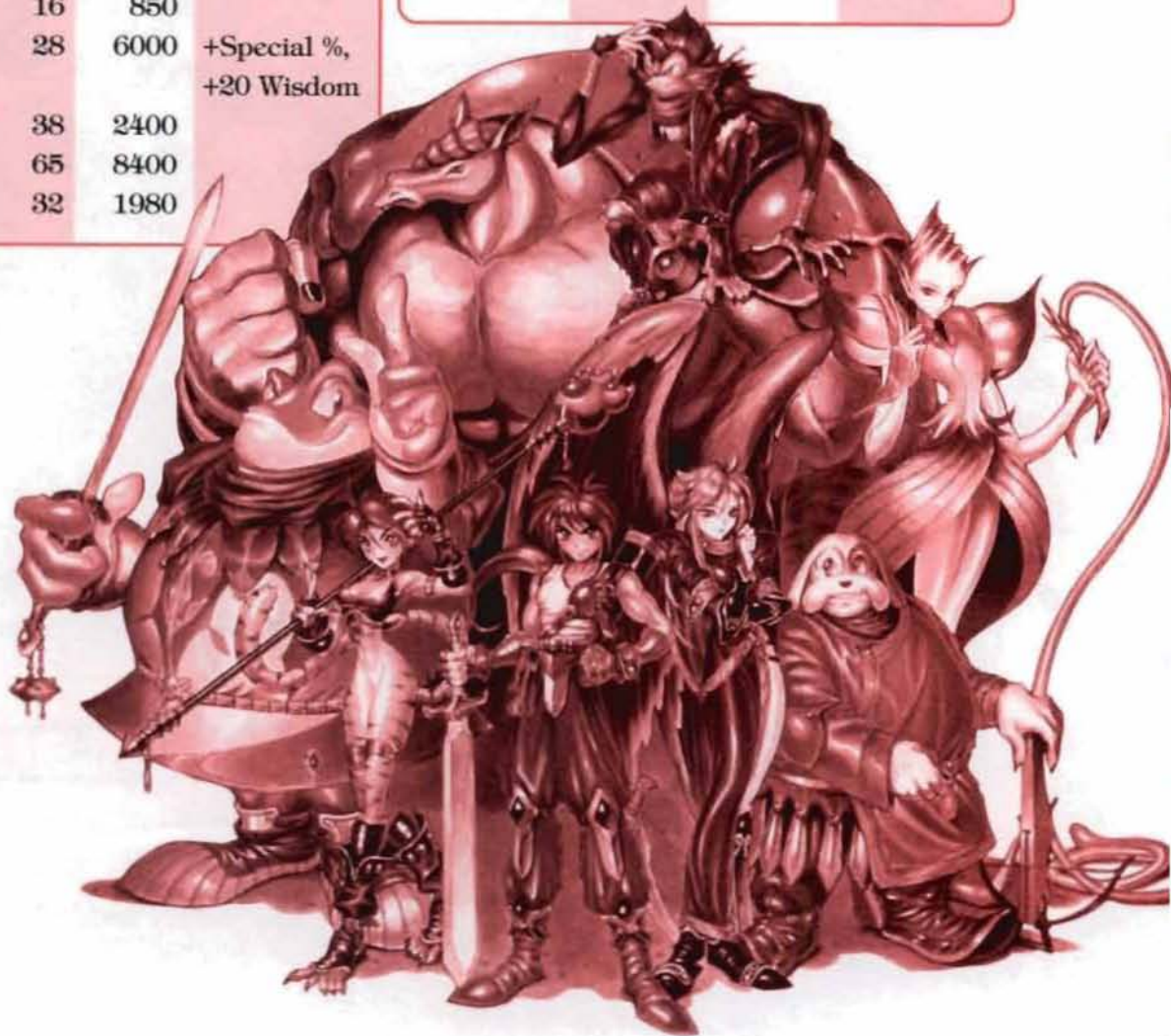


Jean's Weapon List

Name	+Offense	Price	Specials
CrsntSD	84	14500	
ElmoreSD	52	2500	-5 Strength, +3 all other stats
EmblemRP	79	12000	
FolyRP	95	22000	
HolyRP	95	?	+50% vs Undead
LongRP	26	1200	
NoTwinRP	122	33000	Angel Spell
PierceRP	50	4600	
ShortRP	16	850	
SoleSD	28	6000	+Special %, +20 Wisdom
StockRP	38	2400	
ThndrRP	65	8400	
WonderRP	32	1980	

Spar's Weapon List

Name	+Offense	Price	Specials
9-TailWP	81	22000	+Special %
DoubleWP	61	8000	
IvyWP	30	1300	
LopOffWP	10	2000	
NatureWP	76	15000	
ThornRP	41	4200	
WacWP	10	50	



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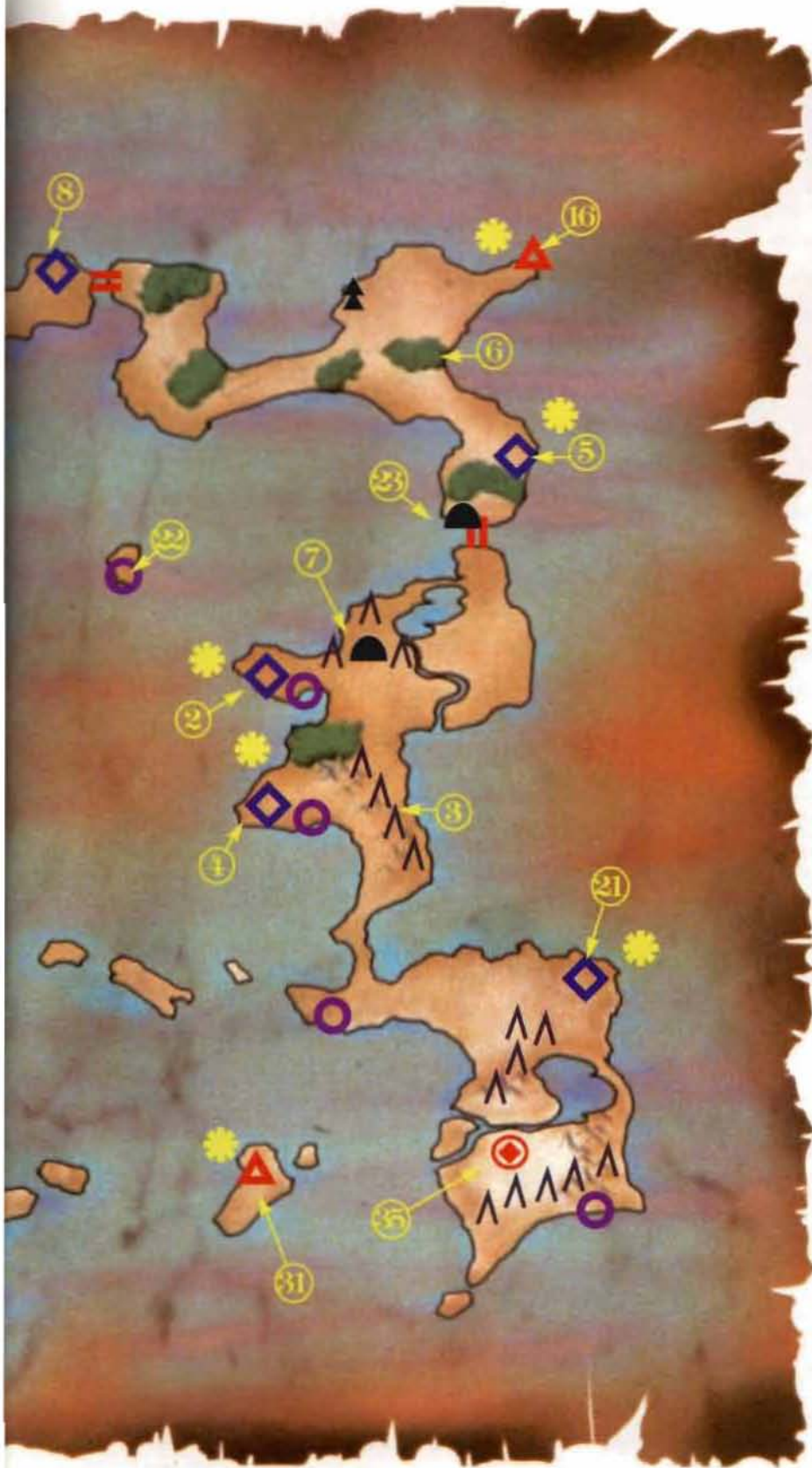
Greater Demons imprisoned deep in the earth are plotting their return to the world of men. Standing between the dark powers and the free peoples of the world is an untried band of Rangers, not yet fully powered. Now is a time for Heroes to emerge, while the fate of the world hangs in the balance.





- 1 Gate
- 2 Home Town
- 3 Mt. Fubi
- 4 Township
- 5 Coursair
- 6 TagWoods
- 7 Mt. Rocko
- 8 Windia
- 9 Monster Hunter's Hut
- 10 Captain
- 11 Jean's Pond
- 12 Witch's Tower
- 13 Campground
- 14 SimaFort
- 15 Wildcat Restaurant
- 16 Surfy's Hut
- 17 Whale Cape (W. Cape)
- 18 Cat's Hut
- 19 Guntz
- 20 Tmlan
- 21 HighFort
- 22 Maori
- 23 SeaCave
- 24 Bockden's Cave
- 25 Sea of Trees
- 26 Great Wise Tree
- 27 Fog Valley
- 28 SkyTower





- 29 FarmTown
- 30 Temple of Namanda
- 31 Supply Hut
- 32 Monster Island
- 33 Evarai
- 34 Cotland
- 35 ThvsTmb
- 36 Bando

- key**
- ^^ - Mountains
 - ☀ - Fishing Spots
 - ▲ - Wise Tree
 - - Cave
 - ⊙ - Dungeon
 - ◆ - Town
 - ✝ - Church
 - ▲ - Single Building
 - - Beach
 - ≡ - Bridge or Pass
 - ☀ - Camp Ground



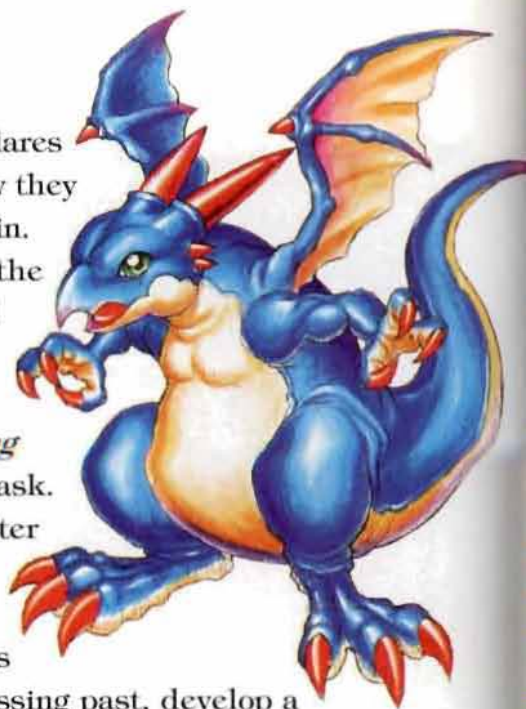
The Hero

A brave and mighty warrior, the hero is secretly a Dragon clansman and will inherit tremendous powers if he can unlock the secrets of his past. It is as if the world's memory of his existence was wiped clean one day. No one knows him or his family in the village of Gate, nor what has become of his father Ganer, the village priest, or his younger sister Yua. Mysteries add to mysteries when the hero and his loyal boyhood companion encounter the great demon Barubary, who proclaims this young man "The Destined Child," capable of doing great and powerful things.

Barubary declares that some day they will meet again.

Defeating the Ultimate Evil that plots to destroy the world is a long and difficult task. You must master your powers, search the world for clues about your missing past, develop a courageous heart, and seek the fellowship of others who will add

strength to your cause. You must face some battles alone, but with the fate of the world in the balance, you will need all the help you can marshal around you.



The power of a mature Dragon



Fighting with the heart of a Dragon



The hero's young Dragon Powers



The Ranger Bow

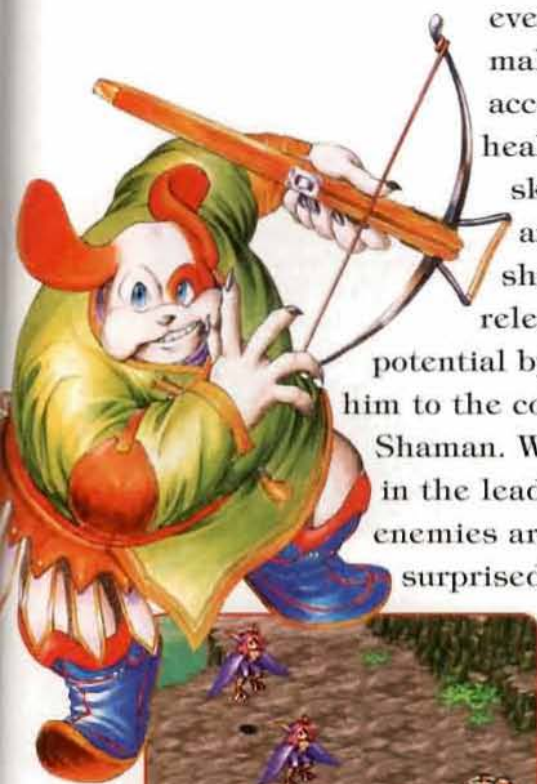
Bow is the oldest and staunchest ally the hero has. They have been buddies since they were poor orphans sharing a room. They ran away together, grew up together and became Rangers together. When Bow is charged with a crime he did not commit, he must recover his good name with the help of the hero. Bow develops his magic power slowly, but his knowledge of the wild places

eventually makes him an accomplished healer. He is a skilled tracker and a crack shot. You can release his true

potential by binding him to the correct Shaman. When Bow is in the lead of a group, enemies are often surprised, and many



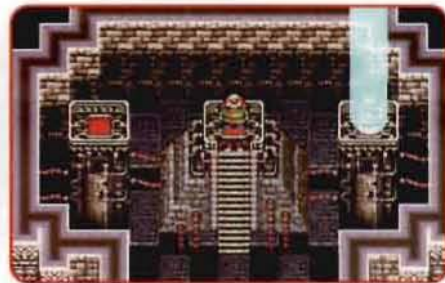
avoid the group entirely. Bow can also hunt to help refresh the party and gain valuable resources. Bow started life as a petty thief, but in the hero's company he develops into an admirable fellow.



A crack shot



A savvy hunter and tracker



Bound with the Holy and Devil Shaman



The Gladiator Katt

Katt is a Waron clan warrior who has searched the world for challenges to hone her fierce fighting skills. Deceptively pretty, Katt can sometimes distract her opponents with daring comments, allowing her to make devastating use of the advantage. With keen instincts and the courage of a lion, she can surprise opponents when she leads a party on an overland quest. Katt is speed and grace personified in the body of a feline warrior. But Katt is unsure of her skills and seeks reassurance as she tries to find a warrior deserving of her love. Her magic potential develops quickly, but the player must find a way to unleash her fiery spirit. Far too proud and stubborn to back down from any fight, she will join your party because after the hero bests her in the arena at Coursair, she respects him as a mighty warrior. Like

Bow, she is a hunter, but she must use her battle staff up close to destroy obstacles and bring down big game.



The supreme gladiator



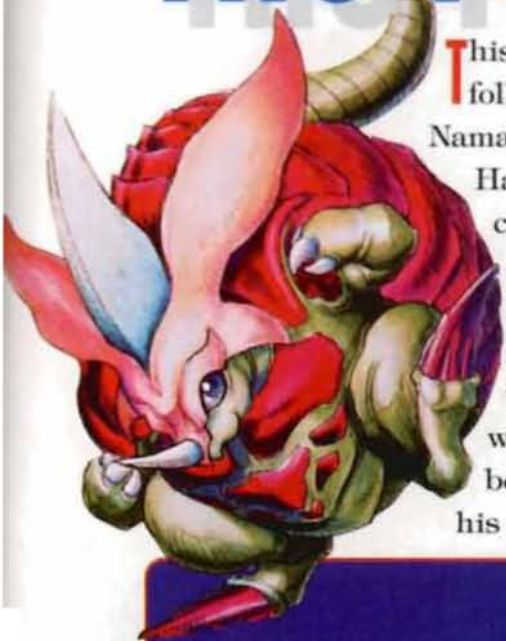
Devastating Attacks



Summoning a whale to travel the world



The Farmer Rand



This faithful follower of Namanda the Harvest God is close to the earth. A farmer by trade, Rand set off to find work in the wider world to better the life of his mother Daisy.

After becoming involved with a dishonest arena in Coursair, Rand joins your party because it is the right thing to do. He is a simple honest man with little to offer at first but loyalty and limitless strength. His big trick is to curl up into a ball and roll over land with great speed, carrying the party with him for the ride. His slowly developing magic skill draws from the earth, and when he is bound with the correct Shaman, he becomes the toughest fighter you will likely see. Slow

but steady, Rand is an important ally in your war against the demons.



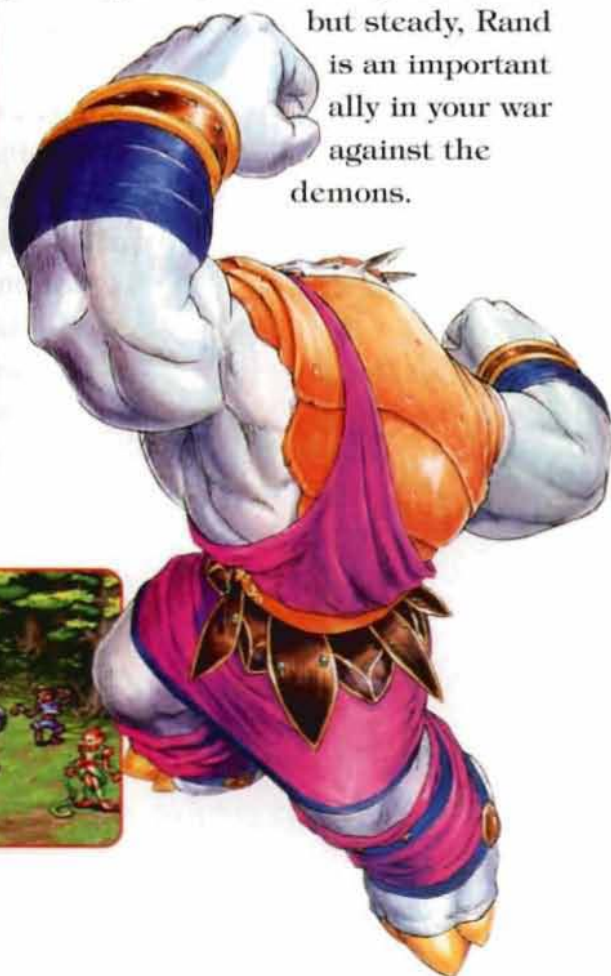
The Rand-Ball Express



The Power of Namanda



Awakening dazed team members





The Sorceress Nina

This black-winged magician has a tragic past. An evil prophecy of doom revolving around the color of her wings arose in her home kingdom of Windia. Rather than having her killed as prescribed by the prophecy, the King and Queen of Windia banished their daughter Nina and arranged for her to be cloistered at the magic school in HomeTown. Nina meets the hero when he helps her rescue her sister Mina from the infamous Joker Gang. Refined Nina is your most potent magician, starting with several spells and developing her talent quickly. Through willpower alone she can summon the energies to cast mighty magics, unlike the other members of your team. Combine her with the Holy and Wind Shamans to unlock the power to banish any foe from combat. You will see Nina undergo the

test of the Guardian to earn the Mark of the Wing, which allows her to command the power of the Great Bird to carry the party to faraway lands. She will follow the hero into the Gates of the Underworld and beyond.



Masters the power of the Great Bird



Blessed by the Holy Shaman



Commanding devastating magics



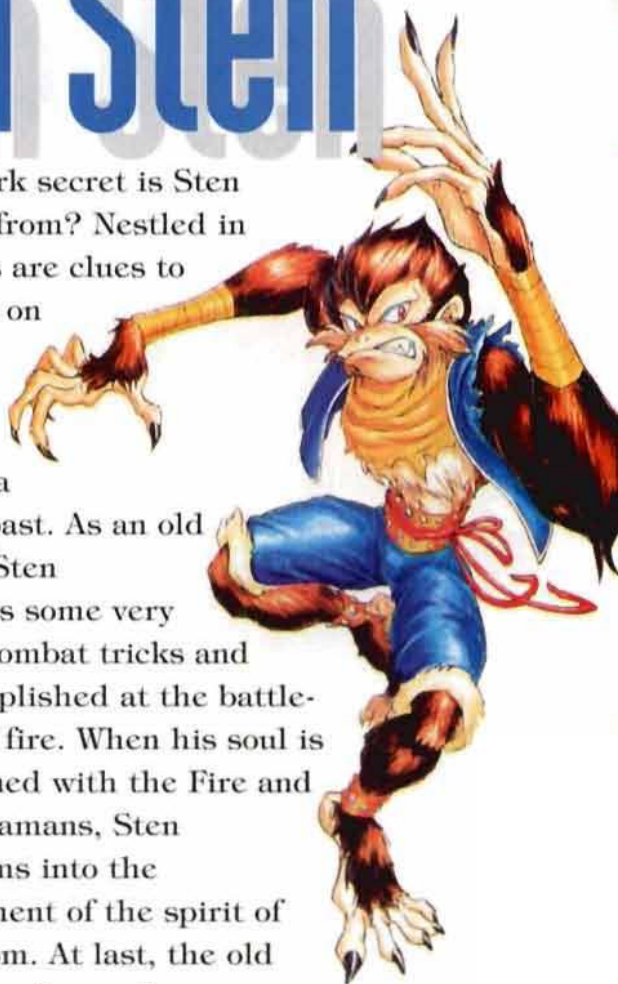
The Veteran Sten

To look at him now, you would never guess that this roadside entertainer who can't seem to land a date was once the hero of Goonhiem and the pride of the mercenary regiments at HighFort. A joking, jovial highlander from the far south, Sten does not seem like the sort to go off and save the world. But after

he offends Katt with a bad joke, Sten offers his services by way of apology. But there is a troubled edge to Sten's happy-go-lucky

manner. What great pain does he hide behind his primate clowning?

What dark secret is Sten running from? Nestled in his jokes are clues to help you on your quest as well as hints of a painful past. As an old soldier, Sten possesses some very sneaky combat tricks and is accomplished at the battle-magic of fire. When his soul is intertwined with the Fire and Wind Shamans, Sten transforms into the embodiment of the spirit of fiery doom. At last, the old grandeur of a war hero returns. With the hero's help, Sten faces up to his past, defeats the evil warlord in the city of HighFort, and becomes truly dedicated to the cause of the Rangers.



The long-armed highlander



The ultimate warrior



Down is not out with Sten



The GrassMan Spar



Spar is the GrassMan the Rangers find on display at the carnival.

When the carnival chief attempts to feed him to a Demon, the Rangers intervene and find a willing convert to the cause. Spar

has been on a quest as

well and will fight

beside you in an attempt

to understand what

men call

courage.

He is

more

plant than

man and if allowed to live long

enough, may grow into a Great Wise

Tree. Spar is by far the most versatile of all the

team members that rally to the cause. Besides

being a good fighter and competent spell

caster, Spar can communicate directly with

plants to learn clues to solve the quest.

When leading a party, he can take the

group through the densest woods, and in

combat, he can call on the forest for aid.



A guide through the trackless wood



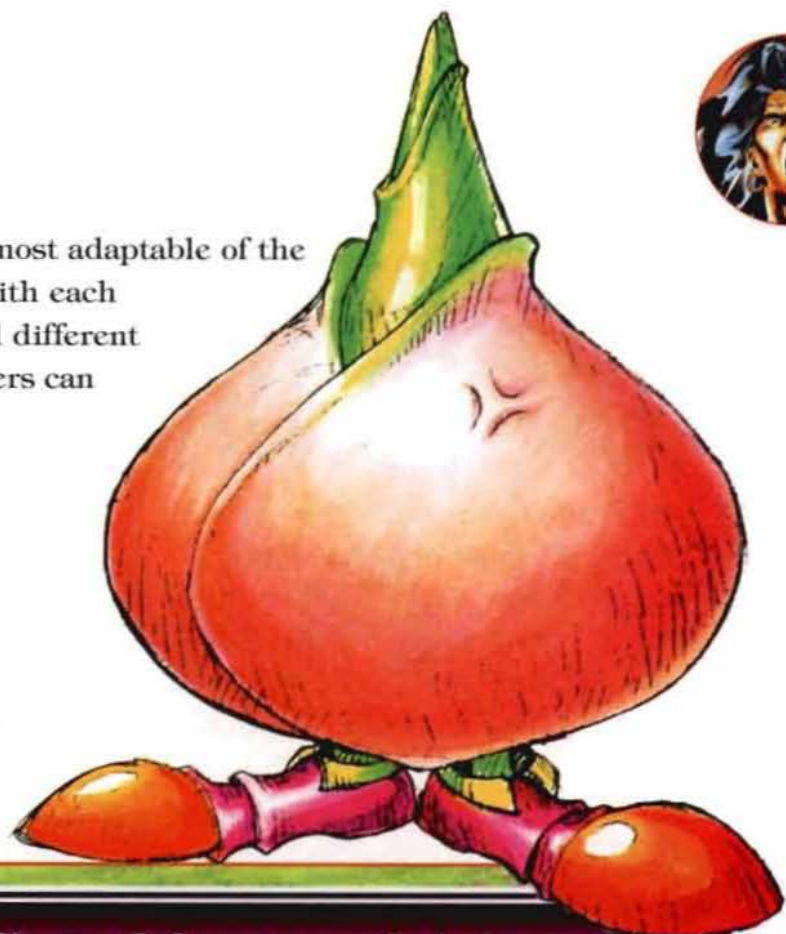
Rendering monsters unconscious



This little plant packs a wallop



Calm and unemotional, Spar is the most adaptable of the team to the forces of the shaman. With each transformation Spar gains a new and different power. Like the seasons, Spar's powers can change as the need suits the task.



The flower bloomed!



Nature answers Spar's call



Lizard-Spar, the combat monster



"Do me a favor and go to Tunlan and borrow the therapy pillow!"

Gaining clues by talking to the trees



The Prince Jean

When first encountered, the suave Prince of SimaFort has a small problem. His eye for the ladies has run him afoul of the witch Nimufu, who has cursed him. With the help of the hero and his team, Jean will regain his rightful stature and place at the royal court. The curse leaves Jean a bit out of shape for adventuring. Too much armor weighs him down, and foes easily damage him. The hard Ranger lifestyle soon develops Jean into a fine warrior-mage. The curse was not

without its benefits as well, for Jean can now turn himself into a giant frog and carry his friends with him as he swims or hops over obstacles. His regal training has prepared him to learn a valuable

collection of combat and transport spells.

When bound with the Holy and Water Shamans, Jean becomes absolute master with a blade. For the good service the Rangers have done restoring him to the throne, Jean rewards the team with his royal presence.



Cursed by a witch



Shaman-powered sword master



Attacking all opponents at once





The Family Portrait

Father Ganer was a hero in the town of Gate and had the blessings of St. Eva. He commanded powerful magics, married a beautiful woman named Valerie, and was blessed with two lovely children. Even though Valerie was of the Dragon Clan, had wings and an unusual religious belief, Ganer was very much in love. Before their son was old enough to remember, fierce demons attacked the town of Gate, and Valerie sacrificed herself to close the portal the demons used to enter this world.

Yua would come to visit the Dragon and dream of her mother. Her brother had to rescue her one day when Yua strayed too far from town—the day the family vanished. All of them disappeared but the dragon who sleeps on the mountain behind the town, guarding the Gate to the Underworld. Even as Valerie's family was scattered from the town and every trace was wiped away, they were still alive in her dreams. Can the hero find his lost father and sister to make his mother's dreams live again?

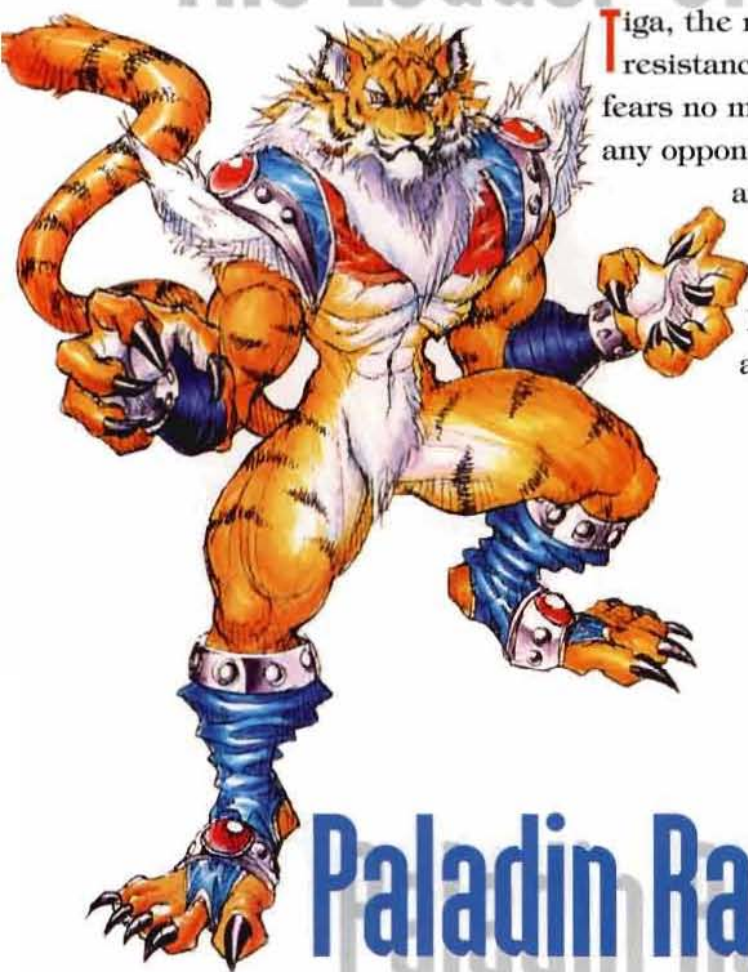


If I take a nap here,
Mom comes into my
dreams!!

Dreaming of mother



The Leader of the Resistance



Tiga, the mighty Woran clan chieftain, leads the resistance against a blight that corrupts the land. He fears no man or demon and is a formidable match for any opponent. Convince him that your cause is just, and he will add the strength of his army to your band of Rangers. However, he may try to recruit some of your best allies because he has a war to win. All is fair in love as well as war.

Paladin Ray

Raised as an orphan by the church of St. Eva, Ray has become a powerful defender of the faith. The hero may have followed in the footsteps of this man had he not run away with Bow years ago. The Rangers will fight back to back with Ray against demons to recover the stolen children from Capitan. One of the team will even receive the Blessings of St. Eva from Ray's hand. But when the path of the Rangers begins to diverge from the path of the Church, will Ray stand to oppose you? He can make a powerful ally or deadly enemy.





Shaman Power



Now let's bind souls

Granny the witch not only helps the hero bring out his first Dragon Powers but offers to bind the power of mystical spirits to the souls of deserving Rangers.

Shamanic binding can change a Ranger's abilities and powers.

Individually, the Shaman will give a Ranger an edge in the war against evil. When used in combination with correct characters, Shaman can be the key to victory. These changes are not permanent. They can be undone at anytime. The spirits can also be beaten out of a Ranger if he is injured badly enough. Shamans are quite shy, for the most part, and can be found hiding all over the world.



Adding power to a Ranger



Shamanic power in action



Discovering new abilities

Water-Seso was imprisoned by a witch and alone enhances Wisdom

Fire-Sana is Granny's niece and alone enhances combat skill

Wind-Spoo makes the weather for the world and alone enhances Vigor

Earth-Solo will be found on good tilled earth and alone enhances defense

Devil-Shin was locked in with the demons by mistake and alone enhances magic power

Holy-Seny was trapped in a church and has very subtle powers alone





Building Township

What start as the ruins which you discover in your first mission as a Ranger can be developed into a house for your team. Later, you can choose a carpenter to develop it into a town. Each carpenter has a style he prefers, and each style of architecture has its own special advantages. Township will become a thriving community with a wide variety of inhabitants.

Invite people you meet in your travels to live in Township, and each resident can aid your quest in a unique way. Granny binds Shamans there, merchants sell their

wares, and artists make your town the most beautiful on the map. It's up to you to decide how Township develops. Even Patty, the elusive bat-winged thief pays a visit. Did you ever notice that Patty looks a little familiar? It must be because you run across her everywhere. As a special bonus, we'll tell you how to find a power source large enough to make your town fly!



The food at the Restaurant may surprise you



Can you find the power to make the city fly?

LONG LIVER SUPER NES

HECK, YOU ALREADY OWN THE MACHINE.

The old box ain't dead yet.



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